PRIMA'S OFFICIAL STRATEGY GUIDE

XBOX

STAR WARS

EXPERT MULTIPLAYER STRATEGIES

JEDI KNIGHT®: JEDI ACADEMY™

PRIMA GAMES
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This game has received the following rating from the ESRB

T TEEN CONTENT RATED BY ESRB

ACTIVISION. Vicarious Visions. RAVEN SOFTWARE. LUCAS Arts

ACKNOWLEDGEMENTS

Special thanks to **Brett Tosti** for overseeing this project. **Greg Rosenfeld** for helping to gather all the cool art and game assets. **Chane Hollander** for his expertise and advise on the best way to do just about anything. **Jon Zuk** at Raven for his quick turn-around time sending materials and information, and for being a great friend. **Graham Fuchs** at Activision for allowing Jon Zuk to help directly with the creation of this book. All the folks at **Prima Games**, especially **Jennifer Crotteau**. And to Raven Software and LucasArts for making this game a reality!

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ISBN: 0-7615-4440-2
Library of Congress Catalog Card Number: 2003XXXXXX
Printed in the United States of America

03 04 05 06 XX 10 9 8 7 6 5 4 3 2 1

STAR WARS® JEDI KNIGHT®: JEDI ACADEMY™

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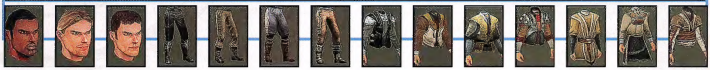
GENERAL GAMEPLAY MECHANICS

Although most of you can probably pick up on the game basics as you progress through the story, for the rest of you, this section was designed as quick reference to help you better understand the overall mechanics of the game.

CREATING & CUSTOMIZING YOUR CHARACTER

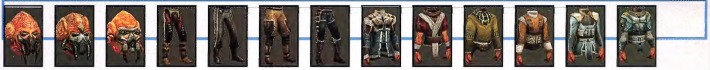
When you start the game, one of your first important choices will be to customize your character. Although the actual in-game voices will change from male to female and vice versa, the overall path of the game does not change depending on what type of character you create. It's purely personal preference!

Human Male



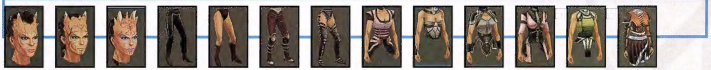
Rodian Male

Kel Dor Male



Human Female

Zabrak Female



Twi'lek Female

UNDERSTANDING LEVEL STRUCTURE

For the most part, *Star Wars*® Jedi Knight®: Jedi Academy™ is incredibly easy to follow. But if you're ever stuck on what to do next, this little list of topics should cover all your bases.

Doors

This one is obvious, but sometimes overlooked in the heat of battle. If all else fails and you just can't seem to move forward, remember to check the area for usable doors.

Switches

Although somewhat rare, often it's a lone switch or lever that opens up a new walkway or path to the next area. If you're stuck and can't seem to find a way to progress, try backtracking and scanning for a hidden switch.

Elevators & Lifts

Like doors and switches, every once in a while it's a missed elevator or lift that leads to the next area. Remember that you're playing in 3D, and your objectives are not always forward or backward, but sometimes above and below you.

Force Actions

Sometimes, all it takes is a simple Force Push or Force Pull on a certain object to get moving again. Hold your cursor over suspicious objects to see if you can interact with them. If you can, the cursor will turn a bright blue color. (***Note:*** *Sometimes Force Sense is required to see hidden symbols that unlock basic puzzles. We do a fine job of pointing these out in our main walkthrough, just in case you miss them.)*

Security Keys

Almost always dropped by an Imperial Officer, you'll need Security Keys to access certain high-level areas. Make sure you search the bodies of all the higher level enemies you kill, just in case a Security Key is your reward. We make sure to show you ALL of these in the walkthrough, as well.

Security Cameras

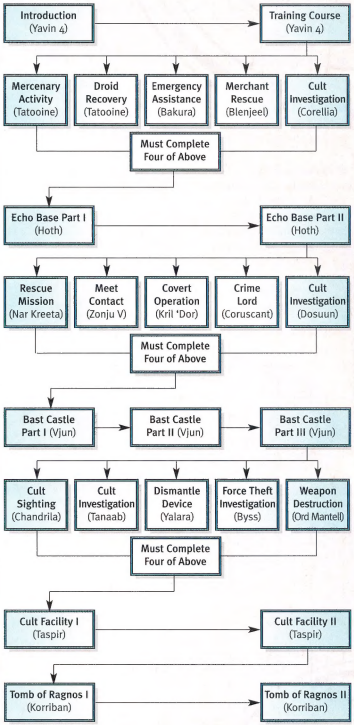
Although these are generally not required to enter a room, they are often required to trigger an event or sequence of events to progress the story. If you see an access panel, by all means stop and check it out.

SECRETS!

Secrets are by no means required to finish a level, and have no effect on your overall status in the game. What they do offer, however, is a small cache of useful items. Sometimes you'll find a Shield Booster, sometimes a few rare Ammo Packs, and sometimes a Medpack or two. You can refer to the main walkthrough for a complete list of secrets, shown by level.

LEVEL FLOWCHART

As you progress through the game, you'll unlock new levels to play through. This flowchart shows you every level in the game, in the order they unlock.


Introduction (Yavin 4)
Training Course (Yavin 4)
Mercenary Activity (Tatooine)
Droid Recovery (Tatooine)
Emergency Assistance (Bakura)
Merchant Rescue (Blenjeel)
Cult Investigation (Corellia)
Must Complete Four of Above
Echo Base Part I (Hoth)
Echo Base Part II (Hoth)
Rescue Mission (Nar Kreeta)
Meet Contact (Zonju V)
Covert Operation (Kril 'Dor)
Crime Lord (Coruscant)
Cult Investigation (Dosuun)
Must Complete Four of Above
Bast Castle Part I (Vjun)
Bast Castle Part II (Vjun)
Bast Castle Part III (Vjun)
Cult Sighting (Chandrila)
Cult Investigation (Tanaab)
Dismantle Device (Yalara)
Force Theft Investigation (Byss)
Weapon Destruction (Ord Mantell)
Must Complete Four of Above
Cult Facility I (Taspir)
Cult Facility II (Taspir)
Tomb of Ragnos I (Korriban)
Tomb of Ragnos II (Korriban)

CIRCLE STRAFING

Circle strafing is the absolute core of all FPS movement strategy, and can be broken down into three basic steps:

❶ Target your opponent and center them in your crosshair.

❷ Strafe in one direction, keeping them centered in your crosshair as you fire.

❸ Be aware of your surroundings, and adjust your crosshair to follow your opponent as they move. The better you are, the more hits you'll land, and the better you'll get at "leading" your opponent with your weapons.

WEAPON DAMAGE

All enemies have their own health values (as shown in our Enemies section), and all weapons have their own damage ratings (as shown in our Weapons section). However, there is a third set of gameplay mechanics to take into consideration as well. All enemies take damage according to where you hit them. Head shots are the most effective, followed by body shots and then limb shots, as illustrated in the diagram below.

LIGHTSABER DAMAGE

Lightsaber damage, unlike weapon damage, does not have actual fixed values per hit, but instead works on an "organic" system. So what the heck is an organic system, you ask? Basically, the longer your actual saber blade is moving through the enemy, the more damage it does. This is why slow, wide-angled moves like those found in the Strong style are so effective.

Although not official by any means, we've broken down the various lightsaber styles with an overall "damage rating" to give you a general idea of what they put out:

Saber Style	Overall Damage Rating
Single Lightsaber: Fast	Light Damage
Single Lightsaber: Medium	Average Damage
Single Lightsaber: Strong	Heavy Damage
Dual Lightsabers	Light Damage
Lightsaber Staff	Average Damage

ACROBATIC MANEUVERS

This chart shows the various "acrobatics" that you can execute as you progress through the game. Some of these are more helpful than others, but they all have their proper time and place.

Acrobatic Moves Chart

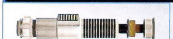
Attack Type	Command	Prerequisite	Description
Force Jump	Jump (hold)	Force Jump ❶	Your basic Force Jump, arms out.
Force Flip	Jump+Direction	Force Jump ❶	Jump in any direction and flip.
Combat Roll	Run, Crouch	N/A	Performs a combat roll in any direction.
Backflip Off Wall	Run at wall, tap jump twice in a row + hold forward.	Force Jump ❷	Execute this to run up to a wall, then do a backflip and turn yourself around.
Flip Off Wall	Push against wall while standing+Jump	Force Jump ❷	Execute a side-flip off a the wall.
Wall-Run	Push against wall while running+Jump	Force Jump ❷	Run alongside the wall for a short period.
Wall-Run-Jump	While running on wall+Jump	Force Jump ❷	As you're running a wall, jump away from it.
Horizontal Super Jump	Run Forward+Force Speed+Jump	Force Jump ❸ +Force Speed ❶	A supercharged forward jump, this can get you past large craters and valleys.
Wall Jump	In air, hit wall+Jump +Direction of wall	Force Jump ❸	Grab the wall, then instantly jump up and away from it.
Recover: Roll	Any Direction Key (when knocked down)	N/A	When knocked down, use this to roll out of the way.
Recover: Jump	Jump+Direction (when knocked down	N/A	After getting knocked down, use this to get back to your feet quickly.

LIGHTSABERS

CUSTOMIZING YOUR LIGHTSABER

When you start up the single player story mode, you'll be given a chance to customize your lightsaber. This customization process involves picking your hilt and also the blade color. Although the hilts and blade colors do not affect any of the saber's stats, make sure to pick one with a design that's most appealing to you. Later in the game, you'll have a chance to build a new lightsaber. You can either stick with what you have, switch to dual sabers or pick the saber staff. With dual sabers, you can make each hilt and blade color unique. With the saber staff, you can pick from a new list of available models as shown below.

REGULAR HILTS


Katarn (Multiplayer only)

Retaliator

Consul

Adept

Praetor

Sentinel

Adjudicator

Defender

Firebrand

Arbiter

STAFF HILTS

Guardian

Avenger

Vindicator

Champion

Vanquisher

THROWING YOUR LIGHTSABER

Throwing your lightsaber depends on the skill level of the actual Force power, Saber Throw. The higher your level in this skill, the farther you can throw your saber and the more control you'll have over it.

It's possible for your saber to be knocked out of your control while it's in flight. Be careful where you toss it. Try to stay away from smashing it into walls, getting it stuck in small rooms or deactivating it while it's in flight. To pick it back up once you've lost it, simply get the hilt in view and hit the Attack button to make it return. If you cannot find your saber hilt, it will automatically return after 20-30 seconds.

THE THREE LEVELS OF SABER THROW

Saber Throw Level 1: This level grants basic distance and speed. The saber spins slowly.

Saber Throw Level 2: At this level, you get more range and the ability to guide your saber as it flies. Just rotate your view to alter its path.

Saber Throw Level 3: The highest possible rank, level 3 grants you super-extended range and increases your overall accuracy when the saber is in flight.

"This is the weapon of a Jedi Knight. Not as clumsy or random as a blaster. An elegant weapon for a more civilized age."

-Obi-Wan Kenobi

LIGHTSABER COMBAT STYLES

As you progress through the game, you'll gain access to new lightsaber styles. Everyone's default style is Medium, and then your next choice is Fast or Strong. Your final choice is Strong/Fast(whichever one you didn't choose before), Dual Sabers or Saber Staff. Hopefully when that time comes, this section will help make your decision easier.

FAST STYLE	MEDIUM STYLE	STRONG STYLE
Used to some extent by the older Obi-Wan Kenobi, the short, quick motions of the Fast style allow for many repeated attacks and quick follow-ups. The trade-off is relatively low damage per hit.	The classic lightsaber-combat style, as used by Luke Skywalker and the young Obi-Wan Kenobi. The attacks are medium speed and range and do an average amount of damage.	This style, made famous by Darth Vader, concentrates on large, powerful blows which were developed to break through saber defenses. When these attacks hit, the enemy is very unlikely to be able to block the attack.
Strengths	**Strengths**	**Strengths**
+ The fastest available saber strokes + Can chain combos indefinitely + Perfect against multiple weak enemies	+ The most well-balanced of all single lightsaber styles + Can chain short and effective three- to five-hit combos	+ Absolutely massive per-hit damage + Breaks enemy lightsaber defenses with ease + Great against Bosses
Weaknesses	**Weaknesses**	**Weaknesses**
-- Substandard arc coverage -- Low damage per hit	-- Slows your character down if trying to run while attacking in this style -- Easy to block	-- Very low chance to chain attacks, almost all of them are single swings -- Slow moves, easy to see coming

DUAL LIGHTSABERS

This style combines fast attack speed with excellent hit percentages and solid arc coverage. The drawback is its low damage and a much lower percentage of breaking through opponents lightsaber defenses.

Strengths	Weaknesses
+ Very fast, chained attacks + Can throw one saber and continue to fight with the other one + Awesome for "mashing"—the ability to overwhelm opponents with attacks from all angles	-- Uses one style (Medium) -- The special attack kata is limited in use, leaves you wide open -- Has no "wallop" moves, everything is about quantity and speed

SABER STAFF

Of all the available styles, this one is our favorite. It offers great damage, a wide variety of both fast and slow moves, good specials and the ability to chain rapid follow-up attacks. Its only weakness is its somewhat limited range.

Strengths	Weaknesses
+ Great follow up attacks + Effective chain combos + Seamless flow from move to move, breaking defenses regularly + Wicked special moves	-- Uses one style (Medium) -- Limited range -- Cannot use Saber Throw while both blades are extended

LIGHTSABER MOVES CHART

GENERAL LIGHTSABER COMBAT

Attack Type	Command	Prerequisite	Description
Overhead Hack	Forward+Attack or Backward+Attack	N/A	Your basic overhead attack. Changes with all saber styles.
Horizontal Swipe	Strafe Right or Left+Attack	N/A	A slow horizontal attack. Changes with all saber styles.
Diagonal Slash Down	Forward+Strafe Right or Left+Attack	N/A	A fast downward diagonal slash. Changes with all saber styles.
Diagonal Slash Up	Backward+Strafe Left or Right+Attack	N/A	A solid slash to use against crouching enemies or if you're being chased.
Jumping Attack	Jump+Attack	N/A	Attack with a basic slash while jumping.

DUAL LIGHTSABER STYLE

Attack Type	Command	Prerequisite	Description
Backward Slash	Back+Attack (w/enemy behind)	N/A	Execute a twirling back slash against enemies behind your player.
Plunge Attack	Forward+Attack (enemy on ground)	N/A	If you use Push to knock down an enemy, this downward stab finishes them off.
Rolling Double Stab	Execute Forward Roll, then Attack	N/A	Just like the regular rolling stab, except you stab in both directions at once.
Cartwheel	Attack+Left or Right	Force Jump ❶	You'll execute a quick cartwheel move while attacking to the side.
Spinning Flip Attack	Attack+Forward+Jump	Force Jump ❷	Execute a jumping, spinning flurry of attacks.
Dual Stab	Attack+ (Left, Right, Forward or Back)	N/A	A brief stab attack to enemies on both sides or in front and back of your player.
Dual Saber Twirl	Crouch+Attack+Forward	N/A	Twirl both your sabers in a circular motion for either offense or defense.
Dual Saber Barrier	Attack+Secondary Attack	N/A	Both sabers fly around your character in a circular pattern, creating a vortex of cutting action.

SABER STAFF STYLE

Attack Type	Command	Prerequisite	Description
Backward Stab	Back+Attack (w/enemy behind)	N/A	A short backstab maneuver. This only works if someone is behind you.
Plunge Attack	Forward+Attack (enemy on ground)	N/A	If you use Push to knock down an enemy, this downward stab finishes him off.
Rolling Stab	Execute Forward Roll, then Attack	N/A	After executing a forward roll, you can use this poke to get some extended range.
Kick	Alt-Attack+Direction	N/A	Just point in the direction you want to kick.
Split/Spin Kick, Flip Kick	Alt-Attack	N/A	Kicks are executed depending on enemy location. Split - left/right, Spin-all sides, Flip - front/back
Jump Kick	Alt-Attack+Direction (while in air)	N/A	Just like the regular kick, except this one is executed in the air.
Saber Staff Twirl	Crouch+Attack+Forward	N/A	Twirl your saber staff in a circular motion, covering a good deal of area around your character.
Butterfly Attack	Jump+Attack+Forward+Left or Right	N/A	Spin-jump across the room while attacking with your saber. Darth Maul made this one famous.
Saber Staff Kata	Attack+Alt-Attack	N/A	Spin attack across the room, moving as you progress through the moves. Simply awesome!

SINGLE LIGHTSABER FAST STYLE

Attack Type	Command	Prerequisite	Description
Backward Stab	Back+Attack (w/enemy behind)	N/A	A short backstab maneuver. This only works if someone is behind you.
Lunge Attack	Crouch+Forward+Attack	N/A	A very powerful upward slice. Can only be executed from the crouch position.
Plunge Attack	Forward+Attack (enemy on ground)	N/A	If you use Push to knock down an enemy, this downward stab finishes him off.
Rolling Stab	Execute Forward Roll, then Attack	N/A	After executing a forward roll, you can use this poke to get some extended range.
Cartwheel	Attack+Left or Right	Force Jump ❶	You'll execute a quick cartwheel move while attacking to the side.
Force Pull: Impale	Force Pull+Attack	Force Pull ❸	Execute Force Pull to bring an enemy close, then tap attack to stab through his midsection.
Fast Attack Kata	Attack+Alt-Attack	N/A	A chain of extremely fast moving attacks.

MEDIUM LIGHTSABER FAST STYLE

Attack Type	Command	Prerequisite	Description
Backward Stab	Back+Attack (w/enemy behind)	N/A	A short backstab maneuver. This only works if someone is behind you.
Force Pull Slash	Force Pull+Attack	Force Pull ❸	Force Pull, then attack when enemy is far.
Plunge Attack	Forward+Attack (enemy on ground)	N/A	If you use Push to knock down an enemy, this downward stab finishes him off.
Rolling Stab	Execute Forward Roll, then Attack	N/A	After executing a forward roll, you can use this poke to get some extended range.
Cartwheel	Attack+Left or Right	Force Jump ❶	You'll execute a quick cartwheel move while attacking to the side.
Flip Attack	Attack+Forward+Jump	Force Jump ❷	Flip over your enemy's head while executing a downward flip attack.
Medium Attack Kata	Attack+Alt-Attack	N/A	An extended chain of medium-speed spin attacks.

STRONG LIGHTSABER FAST STYLE

Attack Type	Command	Prerequisite	Description
Backward Stab	Back+Attack (w/enemy behind)	N/A	A short backstab maneuver. This only works if someone is behind you.
Force Pull Slash	Force Pull+Attack	Force Pull ❸	Force Pull, then attack when enemy is far.
Plunge Attack	Forward+Attack (enemy on ground)	N/A	If you use Push to knock down an enemy, this downward stab finishes him off.
Rolling Stab	Execute Forward Roll, then Attack	N/A	After executing a forward roll, you can use this poke to get some extended range.
Cartwheel	Attack+Left or Right	Force Jump ❶	You'll execute a quick cartwheel move while attacking to the side.
Jump Attack	Attack+Forward+Jump	Force Jump ❷	An aggressive downward thrust.
Strong Attack Kata	Attack+Alt-Attack	N/A	A brief, but extremely powerful chain of attacks.

INTRODUCTION - YAVIN 4

NUMBER OF SECRETS: 0 SAVE FILE NAME: YAVIN1

RESCUE ROSH FROM THE LEDGE

❶ Turn toward your downed ship and jump into the stream that separates you and Rosh. Run through the small patch of weeds in the stream and turn right to walk up a grassy patch near a tree. Use your lightsaber to cut the tree and Rosh will join you.

❷ After the tree has fallen, two Howlers will make their way to your location. They are fairly weak, but their howling ability will force you to cover your ears and back off. Also, they can leap at you and cover a fair amount of distance very quickly. Use a simple saber toss or slice them after they stop howling. However, be sure to aim low as these creatures are loud but tiny. Continue to follow the stream on the right side and exit through the door.

CHECKPOINT OBTAINED

Another Howler will attack you as you enter the room. Finish it off and follow the path crossing a stone bridge.

HEAD TO MASSASSI TEMPLE WITH ROSH

There is one more Howler to deal with then the path will open up to another stream and waterfall. On your right is a Medpack.

Use your lightsaber to cut this tree so Rosh can join you side by side.

Your first foe, the Howler, is small but its yell can be a nuisance.

❸ Jump across the stream and cut the tree just like before. Note: It should go without saying, but you should not be under the tree when it falls because it can kill you instantly. Walk up this new bridge and follow the path eliminating another Howler.

❹ At the clearing you'll be faced with your first human foes: two Stormtroopers. Run up to them, and if you're positioned well, you should be able to cut down both with one swing. You'll obtain the E11 from the Stormtrooper, but won't have much of a chance to use it. Jump down the ledge to fight your first Cultist. He shouldn't be much of a challenge for a Medium Attack Kata.

TRAINING COURSE - YAVIN 4

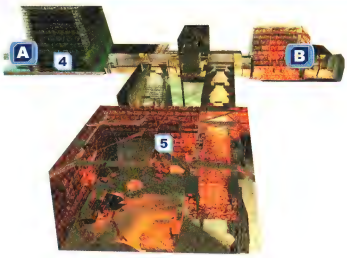
NUMBER OF SECRETS: 1 SAVE FILE NAME: YAVIN2

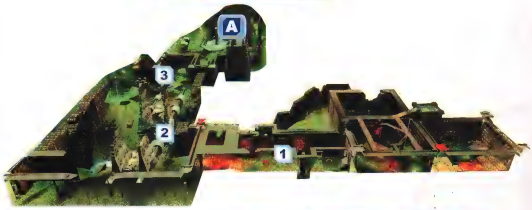
COMPLETE THE TRAINING COURSE

❶ Proceed through the next two doors to practice against five remotes. Destroy them all to proceed.

❷ In the next room there will be two Howlers straight ahead of you in the distance. You can easily avoid them by simply turning right to cross the bridge. This area is designed to test your Force Jump ability, but the gap is rather small if you stick to the right.

❸ Cross the bridge and use Force Push to break a hole in the wall. When you enter the room, you'll be attacked by a lightsaber-wielding robot. It's not tough to take head-on, but you can just back off and perform a few Saber Tosses or even walk backward through the break in the wall and hit the robot from the previous room.





The Training Droid is not that tough to fight head on, or simply retreat and toss your lightsaber.

The cursor will change when moved over this block. Use Force Sense to reveal that this block can be "pulled."

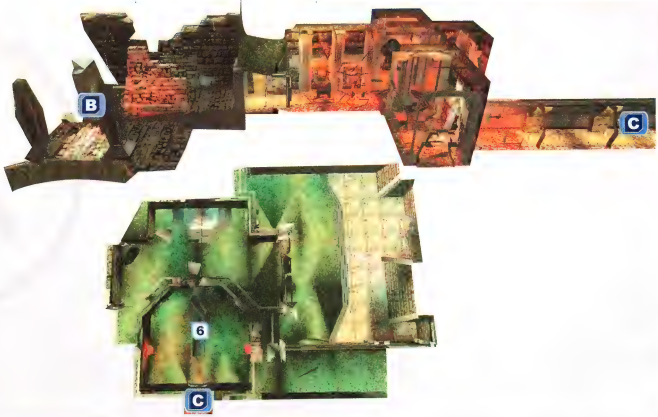
❹ Enter the next room and turn to your right to find a lever behind a grating. Use Force Pull on the lever to open the door.

CHECKPOINT OBTAINED

❺ Follow the hallway, go through the door, and walk down the ramp. Note that right-hand base of the bridge hides a **SECRET AREA**. This room will require your Force Sense. Turn around to face the door you entered and activate your Force Sense. Two blocks will show a glowing glyph that will require you to use Force Pull. Jump up the pile of rocks near the right side of the doorway and jump across the two blocks you just "pulled." Once you land on the bridge, turn left and head out the door. Follow this path until you come to a room with a pillar in the center. Turn right and enter the light-colored door.

❻ In this room, you will test your Force Speed ability. Simply inch toward either door (right or left) without causing it to close, and then activate your Force Speed to start running. As you get close to the door, perform a roll to sneak under. Note: If the door closes, you will have to try the other side. Exit through the metal-framed door to complete your training.

Use Force Speed and a well timed roll to easily exit the last challenge.



MERCENARY ACTIVITY - TATOOINE

MISSION BRIEFING

Disciples of Ragnos have been trying to hire mercenaries and smugglers to haul some cargo. If we can contact one of the mercenary groups, maybe we can find out the cult's base of operations. One of the smuggling rings that we know about is based at Mos Eisley. Go there and see what you can find out.

NUMBER OF SECRETS: 1 **SAVE FILE NAME:** T1_SOUR

ELIMINATE THE MERCENARY THREAT

1 There are four landing docks, and you have to clear them out one at a time. Chewbacca has your back, and he'll help you take out the smugglers. You enter through one of the repair bays on the outside edge of the port, and exit through the one next door. You'll pass through a couple of storage areas (take some time to listen to a couple of mercs gossiping about their smuggler partners) and emerge into the second dock.

WARNING! Chewbacca's very tough, but he can be killed, and if he dies, the mission fails.

DISABLE THE TRACTOR BEAMS HOLDING THE RAVEN'S CLAW

DISABLE THE TRACTOR BEAMS HOLDING THE MILLENNIUM FALCON

❷ The second bay is basically a repeat of the first. When you and Chewie finish clearing out the second bay, tractor beams from the control tower lock down your ship and the Falcon. You'll have to deal with the beams before anybody is going anywhere. Watch out for snipers and bomb-throwers up on the walls. Go through a door in the wall to the next bay.

❸ The third bay is the one where you parked the Raven's Claw. It seems dead, but soon the enemy arrives in force, pinning you and Chewie down.

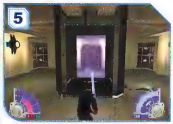
❹ This mission's only **SECRET AREA** is located in a small storage space next to the repair bays. You slip inside to look for the tractor beam controls, but a lucky shot separates you from Chewie. Alone, you fight your way toward the central control tower. Be cautious of heavily armed opponents manning choke points, a bomb-throwing Gran on a stairway, and a heavily armed smuggler as you cross the wall above the Millennium Falcon.

CHECKPOINT OBTAINED

5 When you make it to the control tower, take the lift up to the top level. The switches that turn off the tractor beams are easy to find, but the second one is guarded by a cultist with a lightsaber of his own. He shouldn't be much of a problem – just keep moving and swinging, and try to get behind him. Once the beams are off, take the lift back down to the base of the tower, where you are reunited with Chewie.

GET BACK TO THE MILLENNIUM FALCON

6 The two of you finally make it to the Millennium Falcon's bay, where the last few mercenaries lie in wait for you. Clear them out and all that's left is to wait for Kyle's tardy return.



Take this lift up to the control room. The first control frees the Millennium Falcon from the tractor beam.

This wanna-be Sith Lord stands between you and the second control. After he's dead, you can free the Claw.

DROID RECOVERY - TATOOINE

MISSION BRIEFING

A moisture farmer on Tatooine recently overheard a group of smugglers talking about a Sith cult in a local bar and had his R5 droid record the conversation. Unfortunately, he became afraid and sold the droid to some Jawas before leaving Tatooine. We need to get ahold of that droid before the Jawas wipe its memory. You are to locate the Jawas, purchase the droid and return to the Academy.

NUMBER OF SECRETS: 1 **SAVE FILE NAME:** T1_SURPRISE

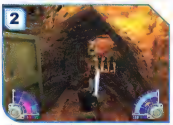
01. LOCATE THE MISSING SANDCRAWLER

02. RETRIEVE THE DROID FROM THE SANDCRAWLER

❶ You spot a small group of Jawas over in the corner of the canyon, but before you can reach them, they're attacked by a gang of Tuskan Raiders. Dispatch the Tuskans (watch out for the sniper on the natural bridge overhead), and head off in the direction the Tuskans came from. There's some ammo by the canyon wall where you first spotted the Jawas.

❷ When you come to a building, go in. It turns out to actually be the entrance to a network of tunnels. Of course, it's crawling with Tuskans.

Looks like the Jawas already have some company.



There's a welcome committee waiting inside.

❸ Go past the up-sloping passage until you get to a door, which leads to this mission's one **SECRET AREA**. Here you'll find a shield booster. Leave the secret room and take the passage up. Go through the door at the top.

❹ You come out of the tunnels into a village at the top of the mesa, which has been taken over by the Tuskans. Cross over either of the natural bridges (from the far one you can get a glimpse of the Crawler you're looking for), and leave through the stone arch near the abandoned droid. (Watch out for the rooftop sniper.)

CHECKPOINT OBTAINED

❺ From the village, you enter another set of tunnels. Watch out for exploding crates. Run down the dogleg passage.

❻ At the bottom of the passage, you're greeted by a small crowd of Jawas. You exit into the box canyon where the Sand Crawler you want is parked. Clear the Tuskan Raiders around the perimeter.

This door leads to the mission's sole Secret Area.

Here is where you will find the way out of the village.

7 Go around to the rear of the Crawler. Use your Force Pull to bring down the tractor hanging over the ramp, then ride it up to the upper level. The lift is sealed, so use the stacked crates to jump up to the first tier of platforms. Pull the switch you'll find there to unseal the lift. (Watch out for the Tuskan on the top platform that this releases.) Jump down, pull the black cart out of the way, take the lift up and go through the door.

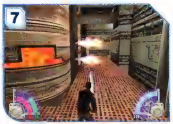
There are several ways to cross the molten metal in the next room, but the easy way is to shoot out a hole (or throw your lightsaber) in the pipe on the left wall. This will cause the metal to cool rapidly, and you can just jump down and walk across. Note that there are a couple of Jawas (and a Medpack) under the platform where you entered.

In the next room an incandescent gas leak is sealing off the lift. You can't get past it on the near side, but go around to the far side of the big machine and you just barely have room to slip past. Flip the switch in the corner to unseal the lift and go down.

You emerge into the Jawas' cluttered hold, but these are not the droids you're looking for. Go into the next room, jump over the crate and go back to the far right corner, where you will find the droid you want hidden behind some crates. Jump down and use it to get it to follow you out.

CHECKPOINT OBTAINED

Use Force Pull on the big black crates to open a way out. This will also unseal the lift door that allows you to drop out of the Sand Crawler. Settle up with the last few Tuskans waiting outside, and you're done.



A gas leak is sealing off the lift. But you have just enough room to sneak around this one.

Use Force Pull to bring this down to your level.

Use the stacked crates to jump up to the platform.

This is the droid you're looking for.

EMERGENCY ASSISTANCE - BAKURA

MISSION BRIEFING

Officials from the planet Bakura have requested our assistance. An unknown party has taken control of a power station up in the mountains. They sent a team to investigate, but they haven't reported in. Their concerns are twofold: They want to stop whoever has taken over the station, and more importantly, ensure that the station itself remains undamaged. The station is built over a dormant volcano, and if the facility is destroyed, the volcano could destroy a heavily populated city. The Bakurans need someone to infiltrate the facility and thwart the group's plan.

NUMBER OF SECRETS: 5 **SAVE FILE NAME:** T1_FATAL

❶ Enter the building and immediately to the right of the door is a **SECRET AREA** behind a tall grating.

Go over to the viewscreen to the left of the room and use it. Listen carefully to the conversation you overhear, then page through the various camera views (hit enter). You will be shown the location of every bomb in the complex! When you leave the screen, some troopers will run in through the side doors. Leave via the door near the viewscreen.

DISARM THE FIVE BOMBS THE IMPERIALS HAVE PLACED

The next **SECRET AREA** is under the stairs with a shield generator and some thermal detonators. Go up the stairs, then up the ramp, taking out the tripwires that bar your way.

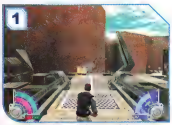
❷ Beyond the door is the **FIRST BOMB**, which is unguarded. Press the key near it to disarm it. There's a lift going down to the base of the structure you're on, but there's nothing of interest down there. Go back in, take a right at the foot of the ramp and follow the corridor. When you enter the control room with windows, you'll find the first Checkpoint.

CHECKPOINT OBTAINED

Beyond the Checkpoint, you come to a multiroom trap gauntlet. First you have to pass through a corridor full of gas vents and fires. There's no way to put the fires out, just avoid them as best you can. Then you come to a ramp with an automated turret that must be taken out (with a Saboteur backing it up). There's a locked door at the bottom of the ramp, but you can get through the upper door opposite the one you came in. The next hallway is guarded by tripwires. Crouch to get past them, then use your gun to take them out for good after you pass.

In the room past the tripwires is an Imperial who has the Security Key you're looking for (as well as a couple of his trooper buddies).

❸ Before you go back to the locked door, however, go up the ramp, past the tripwires and outside where you'll find the **SECOND BOMB**. Take out the saboteurs, and use the key near it to disarm the bomb. There's a lift going down to the base of the structure you're on, but again, there's nothing of interest down there. Go back inside, and back to the



The first bomb is on this platform.

The second bomb is guarded by Saboteurs.

locked door. Use the panel to the right of the door to unlock it. You'll find some of the areas you pass through have been restocked with enemies.

❹ Once unlocked, the door leads out to the central part of the complex. (Make sure to grab the shield booster hidden behind the door.) Cross the bridge and go left. An explosion will go off overhead.

❺ Take out the trooper manning the turreted gun. Take the lift next to the gun down to find a **SECRET AREA**. Go through the small building. If you look carefully when you come out, you can see the next bomb. Run through the next building (the one with the large machine inside), picking up the shield booster as you pass.

❻ The **THIRD BOMB** is near some storage tanks, guarded by a couple of Saboteurs and an Imperial with a Security Key.

❼ Behind the tanks is another **SECRET AREA**.

❽ Go back to the locked door and go in. You're in a large, multilevel room. Take the stairs down to find some nice goodies (though it's not an official secret). Take the lift up to the mezzanine and go through the door.

CHECKPOINT OBTAINED

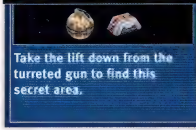
❾ You're in another large, multilevel room. Take the lift down and go through the door to an even bigger room where a Saboteur is guarding the **FOURTH BOMB**. Be careful! It's guarded by an automatic turret, and watch out for snipers from above. Ride the lift up and take out the snipers. Go through the door to the left of the lift, and you'll be in a power room that contains the **FINAL BOMB**.

CHECKPOINT OBTAINED

Three of the bombs down, two more to go.

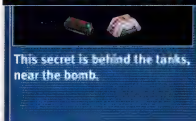
This colorful room holds the final bomb.

SECRET AREA



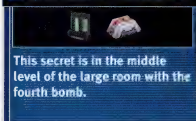
Take the lift down from the turreted gun to find this secret area.

SECRET AREA



This secret is behind the tanks, near the bomb.

SECRET AREA



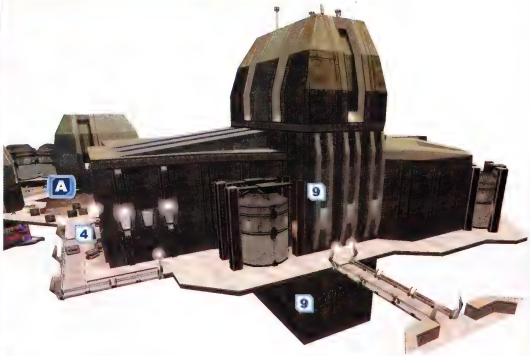
This secret is in the middle level of the large room with the fourth bomb.

GET BACK TO YOUR SHIP

Go back to the platform room. You'll find the area has been restocked with guards. (In case you're wondering, the third door in the room leads to a dead-end filled with Troopers ... nice view, though.) Take the lift down to the transparent catwalk then jump up to the platform and you'll find a **SECRET AREA.**

Leave the room and retrace your steps all the way back to the bridge at point ❹. Instead of crossing it, run past until you get to another door.

❿ Go inside and follow the corridor. You'll kill an Imperial along the way with a Security Key that opens the way to the room you first entered through. Leave the building, right into a four trooper crossfire. Clear the area out and return to your ship to complete the mission.



MERCHANT RESCUE - BLENJEEL

MISSION BRIEFING

The Academy has received a distress call from a merchant ship that crashed on the planet Blenjeel. They were pulled out of hyperspace when they crossed paths with an interdictor cruiser. The Imperials, apparently not wanting their presence known, fired on the merchant ship. The merchants managed to make it to the planet's surface and call for help. As far as we know, the planet is uninhabited.

NUMBER OF SECRETS: NA **SAVE FILE NAME:** T1_DANGER

- FIND AN ENERGY CELL AND BRING BACK TO YOUR SHIP
- FIND A POWER COUPLING AND BRING BACK TO YOUR SHIP
- FIND A DAMPER AND BRING BACK TO YOUR SHIP
- FIND A POWER CONVERTER AND BRING BACK TO YOUR SHIP

NOTE: Only one ship part may be carried at a time. Return a part to the ship in order to retrieve another.

❶ You start on a rock near the entrance to your ship. Use your Force Sense to look around because you should be able to see the force signatures of the parts you need. (Look for little blue glows.) Run down the wreckage to the hull of the merchant ship.

❷ The first part (the Power Converter) is at the far end of the farther half of the merchant hull. Grab it and retrace your steps to your ship. If a worm starts hanging out in an inconvenient spot (for example, the entrance to your ship), you can lure it off by using your pistol to shoot the ground some distance away. The critter will head toward the point of impact.

❸ The next part, the Energy Cell, is off to the left from the crashed ship. You might have to jump over the back of a sleeping worm to get there. You can do this all at once. Use the stone columns to escape, but keep moving because the columns are unstable, and will start to sink when you jump on them. This part is installed in the interior compartment of your ship.

CHECKPOINT OBTAINED

❹ The third part, the Power Coupling, can be found just to the left of the crashed ship. It's behind a rock tower with a natural stone stair that you can use to help you escape, or just climb to get your bearings. Grab it and take it back to your ship.

WARNING: Don't try to fight the worms as they're indestructible.

WARNING: Crossing sand calls the worms! Spend as much time as possible standing on metal or rock. If you can't be on top of metal or rock, be next to it. When you do have to cross the sand, make the trip as short and quick as possible.

The Power Converter is at the front of the crashed merchant ship. Nice and simple, really...

During the second part, use the sinking columns to escape.

CHECKPOINT OBTAINED

❺ The final part, the Damper, is past the far end of the merchant ship. Unfortunately, it's right next to a sleeping Sand Burrower. Force Speed is definitely recommended as you grab it and make your getaway. It's actually possible to use the wreckage at this end of the ship to jump up onto the top of the hull, and make your way most of the way back from there. Get back to your ship, and you're on the way home.

The Power Coupling is to the left of the crashed ship.

The final part is guarded by a sleeping Sand Burrower.

CULT INVESTIGATION - CORELLIA

MISSION BRIEFING

The city of Coronet on Corellia has had numerous reports of activity by the Disciples of Ragnos. However, it's not clear if it's really the Sith cult or if the locals are just being paranoid after hearing about it on the Holonet. Go to Coronet and determine the truth.

NUMBER OF SECRETS: 3 **SAVE FILE NAME:** T1_RAIL

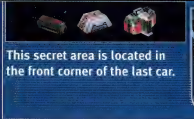
❶ You start from the back of the tram. The first car is locked, so jump up on the pipe and cross the roof. From the front of the car, you can go back and clear it out. At the back of the tram, near your starting point, is a lever that clears the way over the couplings to the rest of the tram.

❷ Once the back car is secure, you might have some use for the healing and shield boosters found in the first **SECRET AREA.** From your starting point, bear off to the left of the car and follow the narrow ledge to the front corner.

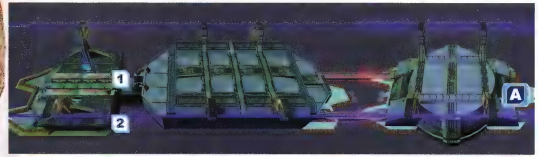
❸ Cross over the top of the next car and jump the energy coupling to the open cargo car. Watch out for the snipers overhead. Use the crates to jump up to the upper platform, and then jump across to the glass-topped car.

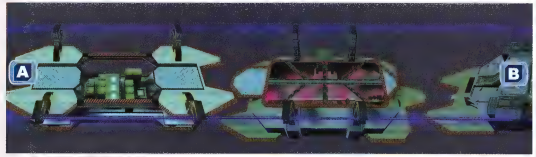
❹ On the glass-top greenhouse car, you will have to fight a cultist. Expect to fall through the roof at some point. You'll have to jump up on the big pipes and break the

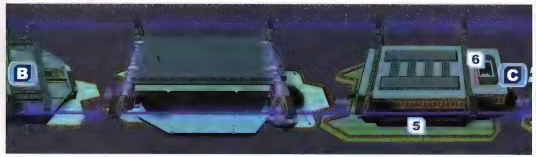
SECRET AREA



This secret area is located in the front corner of the last car.

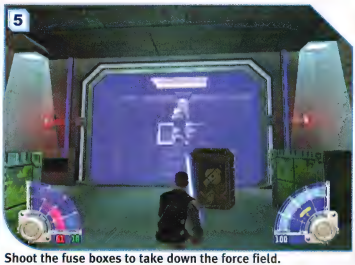




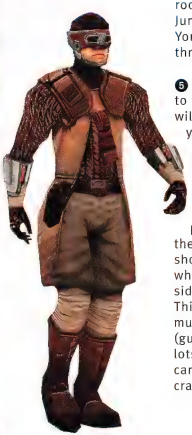


Sometimes you have a nice solid coupling to cross...

...However, sometimes you have to jump across.



Shoot the fuse boxes to take down the force field.



roof overhead to get out. Jump over to the next car. You can actually pass through this one inside.

5 When you jump across to the next car, a sniper will open fire from behind you. Jump up to the side platforms and cross. On the next car, bear to the right, because that's the side where the door opens as you pass. Take the lift up to the second level, and shoot out the red- and-white fuse boxes on either side of the blue forcefield. This opens the way to a munitions storage area (guarded, of course) with lots of ammo inside. Be careful of all the explosive crates in this car.

6 Jump up to the skylight, punch out the glass with your lightsaber and exit on to the roof.

The next car is identical to the munitions car, except it's sealed. Keep going.

7 There are a couple of snipers on the upper platform of the next car that need to be disposed of. Cross to the tanker car on the upper pipe.

8 Jump across to the next car, then back to the lower level of the tanker car for a **SECRET AREA**. Be careful when leaving the Secret Area – the jumps to get out are pretty tricky. Go up the ramp and cross on the top of the next car.

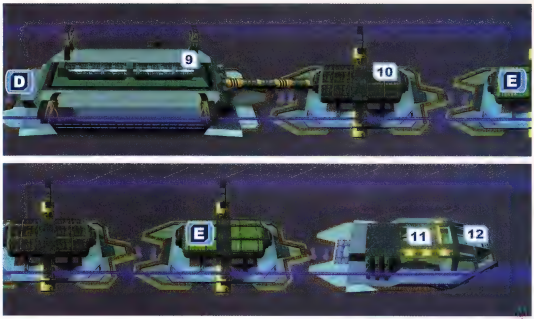
CHECKPOINT OBTAINED

❾ The next car is well guarded. That's because the terrorists are setting a bomb on it. Take out the Cultist with the lightsaber and disarm the bomb quickly. You'll get a message from Kyle telling you that the tram is getting dangerously close to the station, and it's speeding up!

❿ As you cross the next two tanker cars, you'll find more heavily armed guards.

⓫ You've finally made it to the control car! The third and final **SECRET AREA** of the mission is located on its roof. Getting there is tricky, because you have to take the side rails all the way to the very front of the tram, jump up on the nose and backtrack to the Secret Area.

⓬ As far as the actual mission is concerned, all you have to do (other than taking care of the usual guards) is take out a cultist who has force lightning, then enter the control car, go up to the dashboard, and hit the brakes. Mission accomplished.



Disarm the bomb before going any further.

From here the guards get more heavily armed, so be on your guard when treading on these cars.

Time to hit the brakes and stop this thing once and for all.

ECHO BASE PART 1 - HOTH

MISSION BRIEFING

Investigate the site of Luke's vision of Obi-Wan in the wasteland of Hoth to determine if the cult of Ragnos has been there.

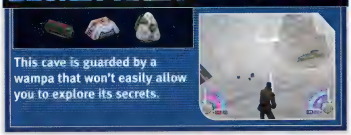
NUMBER OF SECRETS: 6 **SAVE FILE NAME:** HOTH2

INVESTIGATE THE SITE WHERE LUKE HAS HIS FORCE VISION

❶ Before you get started on this chilling level, walk to the back of your ship and enter the small cave that holds the first **SECRET AREA**. This first scene might seem familiar to the first time Luke Skywalker was searching around Hoth. Be warned. A wampa lives in that cave, and it's not happy about you taking its treasures. The best way to battle the wampa is to let it pick you up. Once you are upside-down, with your lightsaber equipped, a single attack will kill the beast in a classic chopping maneuver.

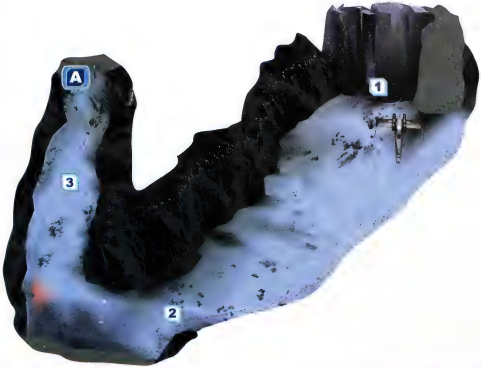
❷ Hop on a nearby tauntaun(use Mind Trick to allow you to mount more easily) and follow the flashing beacons. You will encounter a few Snowtroopers on this lighted path. It should be no problem for you to stay mounted and deflect their attacks with your ligthsaber's auto defense. Also, while mounted, you can use your alternate attack to charge with your tauntaun and run down the Snowtroopers.

SECRET AREA



This cave is guarded by a wampa that won't easily allow you to explore its secrets.

Hop on the tauntaun to move a lot faster through the level. Also, use the alternate attack to charge enemies.



INVESTIGATE THE SITE WHERE LUKE HAS HIS FORCE VISION

❸ Shortly up ahead you will see a large group of Snowtroopers that may be too much for you and your steed. Jump off and head toward the E-web cannon on the left before they get a chance to use it against you. If a Snowtrooper is already operating the big gun, take him out quickly and gain control fast.

❹ Jump up into the cave, and you'll be confronted by another wampa. You don't have to slay the hapless creature, but it will make your life a lot easier. Walk down the path, and you will notice the cave splits. To the right is a **SECRET AREA.**

Whenever possible make a break for the E-web cannon. If a Snowtrooper is using it, remove him and take control.

As you walk into this cave right near the wampa, it splits. Go to the right to find some valuable items.

SECRET AREA

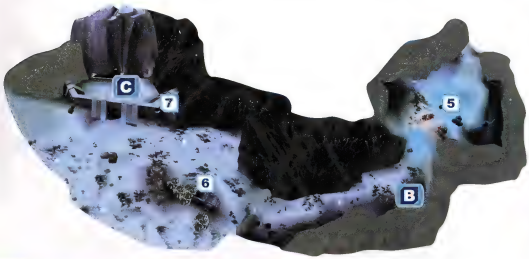
Use Force Push to reveal a room with a lot of explosive potential.

❺ Exit the cave and eliminate the Snowtrooper. You can take a right and head down that path to pick up a few items, like the thermal detonators. But, there is nothing else in this direction. Instead, hop on a tauntaun and follow the lights to the left.

CHECKPOINT OBTAINED

❻ You'll encounter a couple more Snowtroopers by some crates. If you really like your tauntaun, you can ram them both and take out the next batch ahead of you. However, it might be a lot easier to jump off and resort to one-on-one combat with your lightsaber. Your next goal will be another mounted machine gun. After you get rid of the other Snowtroopers, one will make a break for the gun. Make sure you get rid of him, or he will be too close for you to target with the machine gun. As soon as you use the gun, an AT-ST will head toward you. Spin around 180 degrees and use the big gun to take it down. Be sure to grab the Medpack and small shield booster at the edge of the fallen AT-AT you are on.

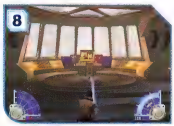
❼ Follow the glowing light, and you'll come across the entrance to Echo Base. Walk to the right side to take out a Snow-trooper and jump over the gate. A couple more Snowtroopers and a Probe droid are waiting for you. After you're done with them, enter the large blast doors.



❽ Defeat the Snowtroopers inside and take the lift up. Walk in the main room loaded with several more Snowtroopers and an Imperial. After taking care of them, pull the switch to unlock the door two floors below. Just for fun, go to the opposite side of the room and use the control panel to fire the huge gun on the roof. Also, to your left is a shield recharge station.

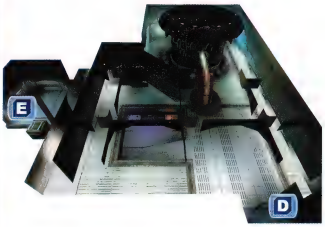
❾ If you're facing the gun control panel, turn to your left, and you'll notice a glass wall. Use Force Push to break it and access a **SECRET AREA.**

❿ Walk across the hall to the lift that brought you to this area, but don't go down yet. Across from you is a breakable grate that holds a **SECRET AREA.** When you're ready, turn to the control panel on your left and use it to call the lift.



Pull the lever to unlock the door and head two flights down...

...Snowtroopers will be there to greet you.



Ride the lift down to where you first entered and then take a second lift down to the unlocked door. Enter into a large room with several Snowtroopers. Make quick work of them, and pick up a Medpack or some weapons before heading out the newly unlocked door.

Continue to make your way through the level, walking down a ramp and taking out any troublesome troopers.

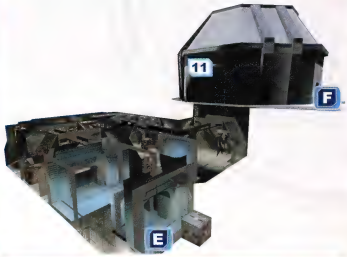
CHECKPOINT OBTAINED

Enter the next room and use the shield recharge station by the lift if you need it. Otherwise, hop on the lift and go topside.

⓫ Exit through the door and circle around back of the building to find a **SECRET AREA.**

⓬ Head past a few crates and make a break for the E-web cannon. Snowtroopers will come pouring in between the crates in front of you for some great target practice.

⓭ Follow the flashing lights and make your way to another mounted machine gun. If you're taking too much damage



here, be sure to strafe as you run forward or use Force Speed to slow things down. Take control of the gun and eliminate any other surrounding enemies. Unfortunately, visibility is poor so you'll have to remove most of the enemy threats personally.

⓮ Follow the flashing lights to your left, and they will lead you right near a **SECRET AREA.** This path is tricky in the snowy tundra. Follow the beacons as you curve around the left side of the canyon wall. When the beacons make a sharp turn right, fall off the path to your left. Continue walking forward in a large groove to find this secret.

⓯ Back track to the E-web cannon and go in back of the fallen AT-AT. Attack either side of the shield generator to allow you access inside. Take out the Snowtroopers and drop through the hole next to them. Repeat this for the next room, and you're done with Part 1.

There is a lot to explore in this open ravine, use the beacons and fallen remnants to get your bearings.

ECHO BASE PART 2 - HOTH

MISSION BRIEFING

Discover what the Imperial Remnant troops are doing in Echo Base.

NUMBER OF SECRETS: 2 **SAVE FILE NAME:** HOTH3

DISCOVER WHAT THE IMPERIALS ARE DOING IN ECHO BASE

❶ Jump down through the tunnels and enter a large room. Make your way to the back near a E-web cannon and the exit. Unfortunately, there are only a few enemies in this room, so the big gun won't be very valuable.

❷ Continue through the hallways, fighting the troopers as you go, until you come to the room with a ramp in the center. At the rear of the room are two doorways. The right leads to a corridor with a **SECRET AREA**. After picking up the items, backtrack and exit through the doorway ahead.

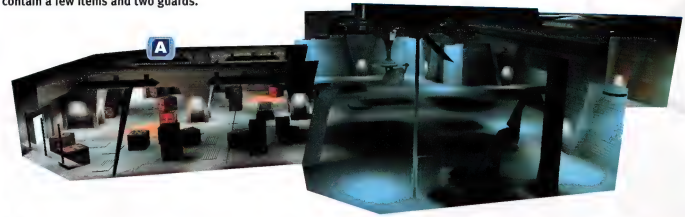
❸ Run through the corridors, but be prepared to seek shelter. One of the Snowtroopers is using another one of the big guns at the end of the hall. Duck behind the crates and safely snipe the group of Snowtroopers or use Force Speed and run down the hall rather than trying the duck-and-cover approach.

❹ Work your way through the next several rooms, but don't forget to use the shield recharge station near the doorway.

This initial area is large and mostly empty. However, it does contain a few items and two guards.

SECRET AREA

Even though this area is a secret, it is guarded by several Snowtroopers.



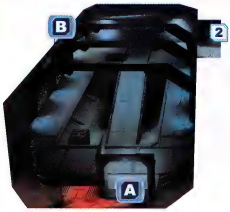
❺ Right before you enter the room with the elevator, look to the small alcove on your right for a **SECRET AREA.**

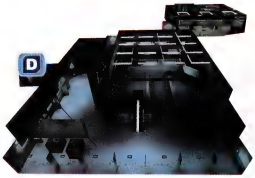
CHECKPOINT OBTAINED

❻ Take the elevator upstairs and follow the hallway to the left. The next room has a Snowtrooper using the final big gun for the level. By now you should be able to handle this situation. If you feel edgy, you can run right up to the Snowtrooper and circle strafe around to take him down. Walk down the ramp and exit the room.

Remove the trio of Snowtroopers and exit the door to the right.

CHECKPOINT OBTAINED





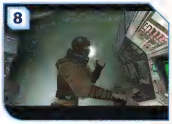
❼ Use the weapon recharge station and be sure to grab the large shield booster. Fight your way through the next several rooms that are loaded with Snowtroopers. This is an easy path to follow, but the resistance is pretty fierce. Recharge your shield and weapons, and take the lift down.

❽ Battle through the next several rooms, and you will confront a Cultist. There is not a lot of room to fight, so corner him and use combinations of quick attacks. Force Speed and Protect can be very helpful in this situation.

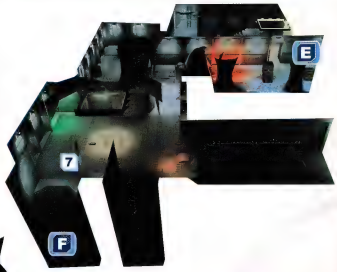
❾ You probably won't have enough time to save the poor tauntaun, unless you are quick enough to distract it. If not, at least you will be able to get revenge on the rampaging wampa. You can use your lightsaber and weapons to take it out fairly easily, but let it pick you up and perform a classic arm-cutting move that will take it out in one hit.

❿ Collect the Medpack and large shield booster at the back of the room, and enter into the next room to use the weapons and shield recharge stations if need be. Heal and recharge completely because the first Boss fight is next.

CHECKPOINT OBTAINED



This initial area is large and mostly empty. However, it does contain a few items and two guards.



BOSS BATTLE

ALORA

As your first Boss, she will not go all out on you, so you should have plenty time to work out your strategy and dueling abilities. Also, the room is very large and is filled with health and shield items. As with all lightsaber duels, try to change-up your attacks with quick attacks and Medium Attack Katas. Her attacks consist of basic saber strikes along with Force Push and a kick that that can knock you down. (If you take too long to get up, she can pounce on you and finish you off by skewering you into the ground.) There is a very simple and effective strategy that can take her out in no time. Use your Force Speed and then pin her into a corner. Continue to perform regular attacks in quick succession, and she will fall without ever getting a chance to mount a serious offense.

The best strategy is to corner her and use Force Speed to out maneuver her and cause her to drop her guard.

RESCUE MISSION - NAR KREETA

MISSION BRIEFING

We have received word from a mining guild on Nar Kreeta that a number of elders are held captive by the local Hutt crimelord. These elders went to negotiate a treaty with the Hutt, but never returned. The crimelord claims no one ever came to see him.

NUMBER OF SECRETS: 2 **SAVE FILE NAME:** T2_RANCOR

INFILTRATE THE HUTT'S STRONGHOLD AND LOCATE THE PRISONERS

YOU HAVE SAVED 0 OF 16 PRISONERS

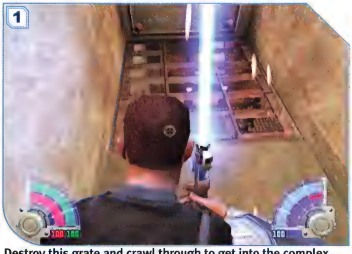
WARNING: If the Rancor eats more than four prisoners, you lose!

❶ You begin at the entrance to an unused sewer pipe. Go down to the end of the pipe, crouch and crawl through the ducts. When you get to the floor grate, stop to listen to the conversation of the thugs below. Knock out the floor grate and drop down to the corridor.

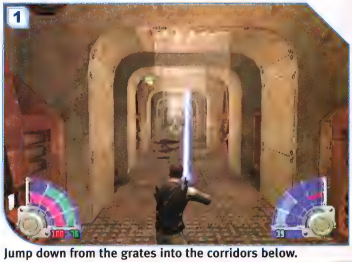
SECRET AREA

WARNING: If the Rancor eats more than four prisoners, you lose!

Destroy this grate and crawl through to get into the complex.



Destroy this grate and crawl through to get into the complex.



Jump down from the grates into the corridors below.

AVOID THE RANCOR

WARNING: You can kill the Rancor, but doing so does no good, because a new one spawns immediately. The idea is to avoid the Rancor while keeping it from eating escaping prisoners. Throwing your lightsaber is one excellent way to keep the Rancor focused on you without getting too close.

❷ In the room with the two big green power conduits, you can get to a **SECRET AREA** by busting through a rusty old door on the wall between the conduits.

❸ From this corridor, fight your way around until you get to the thug guarding the door back into the pipe. Kill him, take his security key and open the door.

❹ Make your way up the lift to this room and hit the switch. From this viewing area, it now becomes obvious that you're in a gladiatorial-style betting parlor.

❺ When the first group of prisoners are released at this location, jump down through the opened shutters to the arena floor and join them at once. Each time you save the prisoners your goal will be to guide them back to the exit corridor where you first entered while keeping the Rancor too distracted to catch them. These prisoners wait for you right inside the exit corridor (the Rancor can't fit in there), and one of the Elders gives you a security key he managed to lift from a guard.

YOU HAVE SAVED 4 OF 16 PRISONERS

NOTE: If you get lost in the arena follow the double yellow arrows.

❻ Open the security door and take the lift down.

CHECKPOINT OBTAINED

❼ Cross the club room, go through the door and take a left until you get to a lift. Take it up to the second viewing room. Note the viewscreen that gives you a preview of where the prisoners will come from. Throw the switch and jump through the raised shutters to return to the arena.

Pull this lever to find out what's really going on.

The Rancor will constantly chase through this arena.

❽ The second group of prisoners emerges here. Run past to get them moving and keep the Rancor occupied until they're safely out. Return to the club room.

YOU HAVE SAVED 8 OF 16 PRISONERS

❾ Take the lift up to the third viewing room. By now you know the routine. The Rancor and the prisoners will be right under the window, so move fast. When you get back to the club room, you'll find they've rigged it with booby traps.

❿ Take the hall all the way down the corridor. Turn right to go to a mini-bar. (Watch out for a sniper behind the bar.) Take the lift up to the final viewing room and pull the lever.

YOU HAVE SAVED 12 OF 16 PRISONERS

⓫ The final group of prisoners are released here. Once all the survivors are out, you get the message to head for the access tunnel.

⓬ Note: Before you complete the mission, head back to the pipe that you were dropped off at and make a daring set of jumps to reach the **SECRET AREA** near the small tower.

YOU HAVE SAVED 16 OF 16 PRISONERS

GET BACK TO THE ACCESS TUNNEL FOR EXTRACTION

On your last trip through, the club is booby trapped.

The last group of prisoners waits for you to save them.

SECRET AREA

This is one of the toughest secrets! From the edge of the pipe you entered, it will take a series of skilled jumps. You can do this at any time, except right before you board your ship to end the mission.

MEET CONTACT - ZONJU V

MISSION BRIEFING

A spaceport worker on the planet Zonju V might have information pertaining to the Cult's connection with the Imperial Remnant. The worker is hiding at an abandoned outpost three kilometers outside of Zoronhed. Meet up with the worker and find out what he knows.

NUMBER OF SECRETS: 2 **SAVE FILE NAME:** T2_RANCOR

MEET THE CONTACT AT HIS OUTPOST

WARNING: Don't slow down to engage the mercenaries. Take a swipe at them with your lightsaber (or try to brush them off against an obstacle) when they get too close, but don't worry about trying to kill them all -- you can't. The point is simply to get to the end of the mission as fast as possible.

❶ You start out by hopping on a hover bike and heading cross country. You're immediately attacked by mercenaries who are also on bikes.

❷ At this wall you'll have to dismount from your bike and leap up to the pass through.

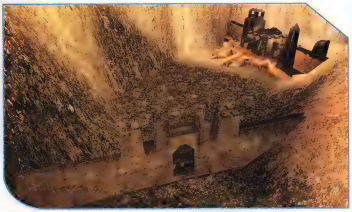
❸ Trapped on the other side of his outpost, you have no choice but to hop on another bike and zoom ahead.

ESCAPE FROM THE MERCENARIES AND MAKE YOUR WAY TO THE FAR CITY GATE.

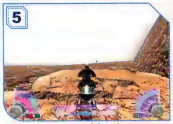
❹ At this ruin you can change bikes, if you feel any need to. You won't be able to use Force Healing without dismounting, but there are Medpacks along the way that you can grab if you're very fast or just lucky.

❺ When you come to a chasm with a broken bridge, you have to hit Turbo (left mouse button) to cross. The game gives you a warning, but you only have a few seconds to respond.

❻ Now you just have to keep racing along until you cross the finish line ... er, that is, complete your mission.

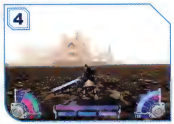


Get on your bike and ride! Too bad there's no time to stop and enjoy the scenery.

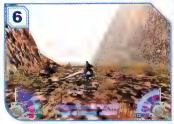


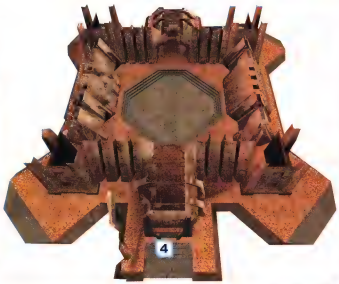
When you see this place, you're almost to the bridge.

Be ready to hit turbo as you go off the bridge.



This is one of several places where you can change bikes.





COVERT OPERATION - KRIL'DOR

MISSION BRIEFING

New Republic Intelligence has recently discovered the existence of an Imperial tibanna gas platform on the planet Kril'dor. If the Republic can take control of the platform, it would deal a severe blow to the Imperial Remnant. General Wedge Antilles of Rogue Squadron has come up with a bold plan in which he and a single ground troop could capture the entire facility. General Antilles believes that only a Jedi could accomplish the ground portion of the mission.

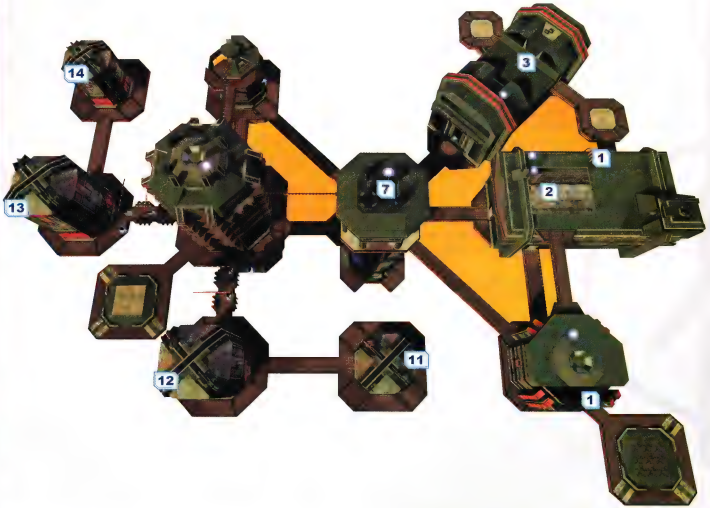
NUMBER OF SECRETS: 2 **SAVE FILE NAME:** T2_WEDGE

PLACE A TARGETING BEACON ON THE ROOF OF THE SHIELD GENERATOR BUILDING

❶ You start out on a landing deck just outside of the hangar. Go in through the big door and clear out the room. Take the lift up to the catwalk. (Watch out for the automatic turret.) The door on this level leads to a bridge guarded by a Rocket Trooper. For now, the door on the other side of the bridge is locked. Jump up on the doorway you just left to get on the roof. Cross the bridge to the roof of the shield generator and plant the beacon.

PLACE A TARGETING BEACON ON THE ROOF OF THE HANGAR

❷ Backtrack to the roof of the hangar, which is right on your way. You see another cut scene, after which you find yourself on the catwalk where you fought the Rocket Trooper.



18 PLACE A TARGETING BEACON ON THE ROOF OF THE BARRACKS

❸ Jump back up to the top of the door, then up to the roof. Leap across the far edge of the hangar to get to the barracks. Place the beacon and watch Wedge do his thing.

19 PLACE A TARGETING BEACON ON THE ROOF OF THE COMMUNICATIONS ARRAY

❹ From here on out, things get a lot more complicated. Go back into the inside of the hangar where you started.

CHECKPOINT OBTAINED

Fight your way to the Communications Array.

❺ Go to the tall Central Structure. The door to the Central Structure is down a level, so jump down to the catwalk below. Be prepared to take some damage in the jump.

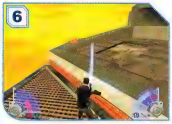
Your path to the Communications Array.

Drop down to the catwalk below to enter the building.

6 Enter the building and take the lifts all the way up to the top level of catwalks. Hit the green panel to open a broken window. Knock out the rest of the window to let yourself out on the ledge. (Be careful, the window closes automatically after a few seconds.) Jump down to the catwalk (you can do it in stages to avoid taking damage), cross to the Communications Array and set the beacon.

7 Head back across the catwalk and notice the orange pipe sticking out of the building to the left. Jump up the ledge, and make your way across the pipe to the roof of the Command Tower and this precarious **SECRET AREA**.

8 Backtrack to the catwalk and take the lift down. As you descend, look to the left and you'll notice a large square panel. Jump to it to find another **SECRET AREA.**



The Power Generator is way down at the bottom of the base.

Place the power generator beacon here.

PLACE A TARGETING BEACON ON THE POWER GENERATOR

❾ To get to the Power Generator you'll have to go down. Enter the Central Structure around the back (it's open now) and take the lift down to the lower door. (You'll find a Cultist waiting for you, along with the usual Imperials.) Cross the catwalk and take another lift down. Go around the structure and place the beacon.

PLACE A TARGETING BEACON INSIDE THE COMMAND TOWER

❿ The Command Tower is at the top of the structure you're now at the bottom of. Take the lift up, cross over to the Central Structure and enter it for the next lift up. Then cross over to the Communications Array, and from there you can cross to the Command Tower. Enter, take the lift up and clear out the room (including the automatic turrets). Plant the beacon, and await Wedge's arrival.

⓫, ⓬, ⓭, ⓮ You'd think you'd be finished now, but nooo. Seeing that the base is lost, the Imperials are trying to blow up the gas storage tanks to make it useless to the Republic. You have to find and disarm four bombs on four different tank platforms. Cross over to the Communications Array, then to the Central Structure, and from there, you can get to all four tank platforms.

Now, fight your way back to the hangar building. There will be

RETURN TO YOUR SHIP

a Cultist and a squad of Troopers waiting for you in the hangar.

The Imperials are trying to blow the gas storage tanks!

Disarm each of the bombs in turn.

SECRET AREA

Walk across the orange pipe to get to the roof of Command Tower.

CAPTURE CRIME LORD - CORUSCANT

MISSION BRIEFING

We have received anonymous information that a large number of assassin droids have flooded the black market recently. These droids have been banned for a number of years, and no public companies produce them. Lannik Racto, a small-time crimelord on Coruscant, is suspected to be manufacturing these new droids. Capture Racto so that we might determine where his factory is.

NUMBER OF SECRETS: 1 **SAVE FILE NAME:** T2_ROGUE

RESCUE ROSH FROM THE LEDGE

GAIN ACCESS TO RACTO'S OFFICE BUILDING

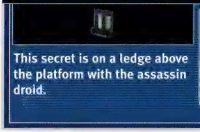
❶ Since the direct route is out of the question, you'll have to find another way in to Racto's HQ. Go around to the tail of your ship and jump to the ledge of the next building.

❷ Go around the ledge to where the sky car is parked. Deal with the sniper in the car, then use it to jump across to the next building. Go up the stairs and bear left.

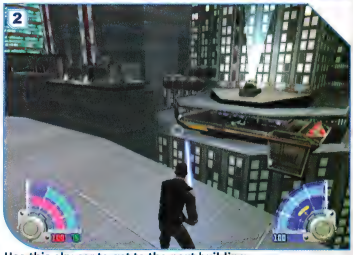
❸ Jump across to the next building and follow the ledge around. The fighting's pretty intense here. Be especially careful of the bomb thrower on the ledge above you. Jump up to the platform with the crates stacked on it. Behind the far crate is your first assassin droid. You're going to have to come face to face with these things soon enough, but if you're careful and keep your distance, you can use an explosive to blow this one right off the roof.

❹ The mission's one **SECRET AREA** is on a narrow ledge above the platform with the assassin droid, and around the building to the left.

SECRET AREA



This secret is on a ledge above the platform with the assassin droid.



Use this sky car to get to the next building.

It's our first glimpse of an assassin droid.

❺ Jump down onto the circular platform with the ship parked on it. Go inside and take the lift up. Fight your way across the long causeway. You will have to fight the assassin droid at the end. Use your lightsaber to deflect its shots and get in close for the kill. The important thing is to time your attacks so you're not close enough for the spherical force shield to hit you when it activates.

❻ Jump across to the next ship landing area, and jump over the small force barriers. There's a lot of Mercs along here. Turn right at the building and jump down to the platform where another assassin droid waits. There's a shield and weapon generator down the narrow ledge to your left, but the direction you want to go is right.

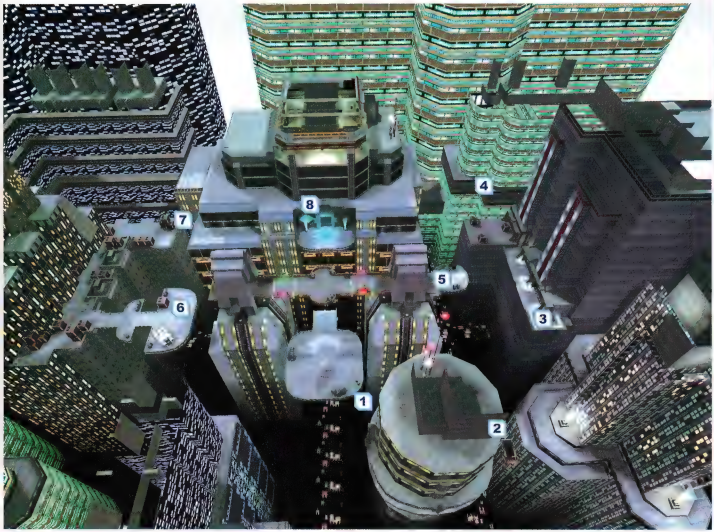
❼ Jump down to fight another assassin droid and continue right. Jump to the next building and follow the ledge to Racto's front door.

CHECKPOINT OBTAINED

❽ The entry way is guarded by a pair of Cultists. Once they're out of the way, take the lift up to Racto's office. (Notice the big stone statue of Ragnos in the corner.) Racto leaves you to face four of his assassin droids at once. The DEMP 2 would be great here, but you can easily rely on the ability of your lightsaber. Since this room is very large, there is enough room to separate the droids and resort to the weapon of your choice or thermal detonators.

These cultists want to see what you've got.

It's a quartet of assassin droids.



CULT INVESTIGATION - DOSUUN

MISSION BRIEFING

New Republic intelligence has intercepted transmissions coming from the planet Dosuun. They believe that suspected cult members sent the transmissions from a base on the planet. Since there are no Republic fleets in this area of the Outer Rim, they have asked us to investigate.

NUMBER OF SECRETS: 2 **SAVE FILE NAME:** T2_DPRED

WARNING: You have to perform this entire mission without your lightsaber ... but you still have your Force powers and plenty of access to other weapons.

ESCAPE THE PRISON

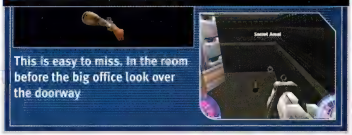
❶ It seems your captor has left the top of your cell open. Jump out and grab an E11 Blaster Rifle on the weapon racks by the door. Stormtroopers attack as you leave.

❷ As you cross between buildings, Rax takes a couple pot shots at you then ducks inside. Enter the building. Shoot the shield generator to your left and take out the Stormtrooper down the left corridor. Also, hit the weapon racks after the room is cleared out for maximum ammo benefit. Blow the trip wires to the right and enter the small observation post, where an Imperial has a security key you need.

DISABLE SECURITY LOCKS FROM COMMANDER'S OFFICE

❸ Go down the hall and use the security key to open the locked door on your left. Go up the stairs to your left and throw the lever to activate the lift, then take it up.

SECRET AREA



This is easy to miss. In the room before the big office look over the doorway

The top of your cell is left open for you to escape.

Grab an E11 from the gun racks by the door.

❹ Go through the little bedroom. Half way through the room turn around and look above the doorway for a **SECRET AREA.** Continue into the large office, and flip the switch on the desk to disable the security locks.

GAIN ACCESS TO THE DOCKING BAY

CHECKPOINT OBTAINED

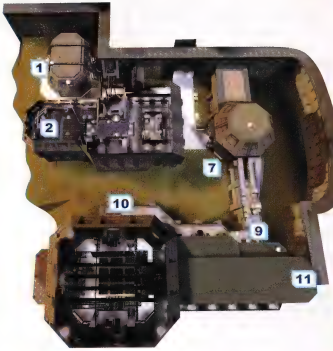
Blow the trip mines at the door and cross the hallway straight ahead to the main barracks (expect some heavy resistance). Clear out the perimeter then shoot the shield generator to get into the armory in the middle of the room. Grab all the weapons you can use. Now take any of the three lifts down to the first level.

❺ Go into the room across the hall from the one you originally unlocked with your security key. Look at the huge crate and shoot the exploding box on top. Jump up and you'll drop down into a **SECRET AREA**, where you can pick up some detonation packs and use the shield recharging station.

❻ Go into the next room, the target range, and throw the switch to take down the protective shield. Use the E-web cannon to blast a hole right through the rear wall. Now you can leave the barracks.

❼ The courtyard you enter is guarded by an AT-ST. The detonation packs you found in the Secret Area can take it out very neatly, if you're quick. (Or, simply run past and save it for later.) The important thing is to shoot out the explosive crates stacked by the window, then jump through the broken window into the next building.

❽ Jump through the window into the AT-ST garage. Shoot out the window to the control room and jump through that. Hit the two levers in the office. Now comes the fun part! Hit the lever to open the outside door before you go up the lift. Now, jump in one of the AT-STs and blast some Troopers, the other AT-ST you left behind and even a Saboteur sniper up on the walls.



Throw the switch to disable the security locks.

Use the E-web cannon to blow a hole in the wall.

❾ Leave the Walker Bay and run up the stairs. Rax comes out on another balcony and attempts to kill you. You have to get to the heavy blaster at the corner of the wall, and use it to drive him back inside (or you could just try a suicide run). Then, use the blaster to clear the wall of any Stormtroopers that are heading for your position.

❿ Run down the wall and enter the hangar.

Use this gun to discourage Rax Joris.

CHECKPOINT OBTAINED

⓫ Clear the perimeter. Enter the next room through a door to the side. Fight your way to the control room and throw the switch. This opens the hangar door to the docking bay. Exit through the door and take the lift down to the docking bay. When you try to exit, the doors will seal behind you.

DEFEAT RAX JORIS AND GET YOUR LIGHTSABER BACK

This switch unlocks the docking bay.

BOSS BATTLE

RAX JORIS

Before you start this battle, use the shield recharge station to your side. Note: if you have the Tenloss DXR-6 you can try to snipe Rax by standing under him and waiting for him to peek out. Otherwise, run up the stairs to the right and follow the path. When you see a ledge in front of you, jump up to it, and continue in this fashion until you can get to the top. Force Speed will certainly help out here, and there is a lot of power-ups scattered on the catwalks.

To finish him off is to get close enough where he can't use his gun effectively and open fire with the Imperial Heavy Repeater. Use Force Push to keep him off balance and open fire! Stay on his tail and continue to fire on him as he tries to run away.

Rax Joris patiently waits in the docking bay for you. Climb up the catwalks and chase him down!

BAST CASTLE PART 1 - VJUN

MISSION BRIEFING

Master Skywalker has dispatched the Jedi to locations of heavy Force activity in the hopes of catching up with the Disciples of Ragnos. Travel with Master Kyle Katarn to Darth Vader's castle on Vjun to stop the cult from draining its Force energy.

NUMBER OF SECRETS: 5 **SAVE FILE NAME:** VJUN1

MAKE YOUR WAY TO BAST CASTLE THROUGH THE ACIDIC RAIN

❶ You start out by your ship, looking for cover from the acid rain. You also make the acquaintance of the formidable Hazard Troopers (see enemy section for more info). Before you run under the shelter, break left into the open right along the left wall. You'll find a **SECRET AREA** after that. Head into the first building and proceed forward into the level.

❷ Enter the building and go down the passage. After the first room, you'll meet your first Cultist. You'll pass two side passages that lead outside. Take the one to the left. On the ruined pedestal, there's a grate that you can shoot through to reveal a **SECRET AREA**.

Unexpectedly, the next **SECRET AREA** is just a few clicks from the first. Go to the building, but instead of going in, use the architecture to jump up to the top. Run around up there, and you'll soon find the secret.

Go back inside and continue the way you were going. Go upstairs and out.

❸ Use the glass-sided tunnel to cross to the next building.

❹ Leave the building, and go down the ramp into the canyon. Use the overhanging platforms for shelter.

WARNING: Don't slow down to engage the mercenaries. Take a swipe at them with your lightsaber (or try to brush them off against an obstacle) when they get too close, but don't worry about trying to kill them all -- you can't. The point is simply to get to the end of the mission as fast as possible.

SECRET AREA

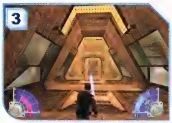
You'll have to explore out in the rain under the first big platform.

SECRET AREA

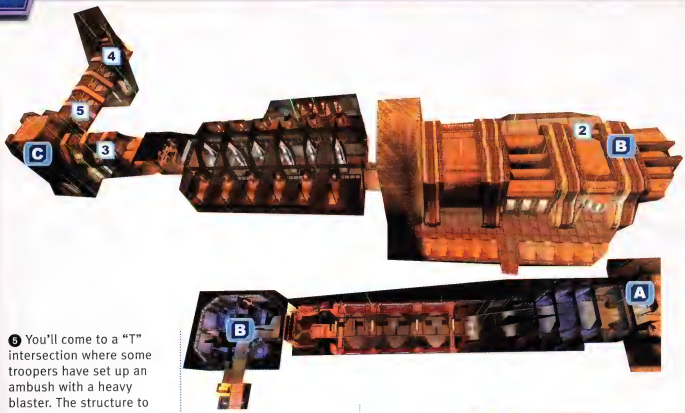
Shoot off the cover to get to this Secret Area.

Start out by getting under cover from the acid rain.

Hang back and let Kyle do some of the work.

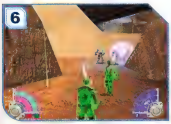


Use the overhanging platforms for shelter.



❺ You'll come to a "T" intersection where some troopers have set up an ambush with a heavy blaster. The structure to your left is sealed, but it does hide the next **SECRET AREA** along its wall. Look in a niche in the wall for an open space behind a large rock. Continue down the canyon.

❻ Just before you come to the river, you'll meet three Hazard Troopers on patrol.



You'll definitely want to let Kyle take the lead in this fight. Follow the riverbank, and do not go swimming

❼ Before you cross the twin bridges, continue to follow the left bank of the river all the way down to the end. There you will find a **SECRET AREA**. Be careful, there's some treacherous footing along the way.

❽ Cross the left of the twin bridges. The structure is sealed here, so just continue to follow the river, now on the right bank.

SECRET AREA

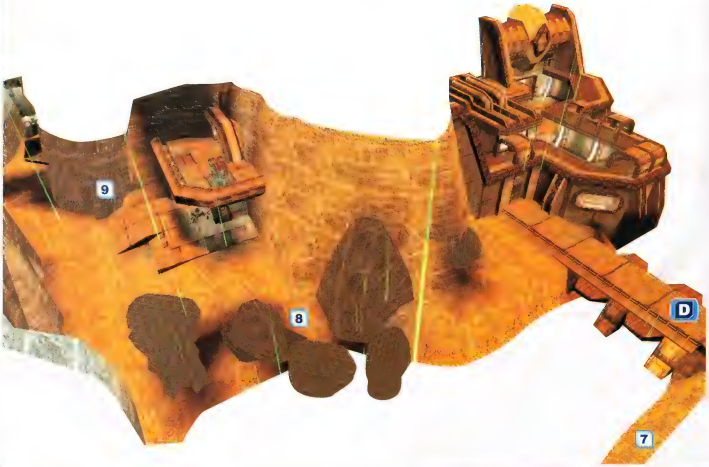
This Secret Area is located near the first, on top of the building.

FIND A WAY TO THE EMPLACED GUN AND USE IT TO DESTROY THE TIE-BOMBERS

❾ TIE Bombers are strafing the canyon. You have to get to a gun emplacement to take them out. Go inside, and watch out for the Hazard Trooper at the first door. Go out into the courtyard and up the ramp. Bear left at the top, and go back inside. There's a shield generator down in the pit by the entrance, if you want to jump down for it.

Run all the way through the building, until you get to a cutscene where Kyle leaves you to go unlock the door. Afterwards you're attacked by a Reborn. This one's quite a bit tougher than the ones you've been facing. When you finish him off, the door opens. Run outside to the turbo laser and blast the ships. Continue down the canyon. (Retrace your steps through the building, or just jump off the wall—there's also a lift that takes you to your destination.)

❿ Castle Bast is just around the corner from where you fought the ships.



BAST CASTLE PART 2 - VJUN

NUMBER OF SECRETS: 4 **SAVE FILE NAME:** VJUN2

01 FIND A WAY INTO THE UPPER PARTS OF THE CASTLE.

❶ You've made it into the castle, but the room you're in is locked down. A **SECRET AREA** is on the platform behind the walker. You can get to it by using the wall to jump up.

There's a little garbage port in the corner that you can use to get out. A little cutscene will play when you go to jump in.

❷ Follow Kyle's instructions, and jump out of the garbage pit as quickly as possible. A big old compressor is coming down. Kyle decides to split up. Head up the ramp he assigns you. You emerge into a control room overlooking the pit. There are guards and a lever to pull, but there's no point in pulling it yet.

Go out the door and take a sharp left. Go down to the end of the hall where four crates are stacked. Use Force Pull to pull out the middle crate to reveal a grate. Break through the grate, and crouch to reveal a **SECRET AREA**.

SECRET AREA

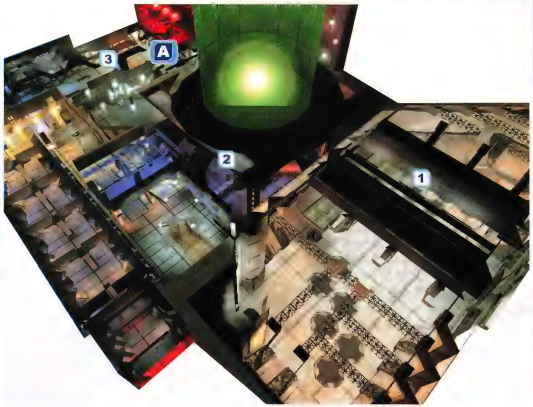
This secret is on the platform behind the walker.

SECRET AREA

This secret room is well hidden where you have to break through a grate.

Watch out for the giant potato masher.

No need to throw this switch the first time through.



❸ Go across the hall where you'll find Kyle battling three Cultists at once.

CHECKPOINT OBTAINED

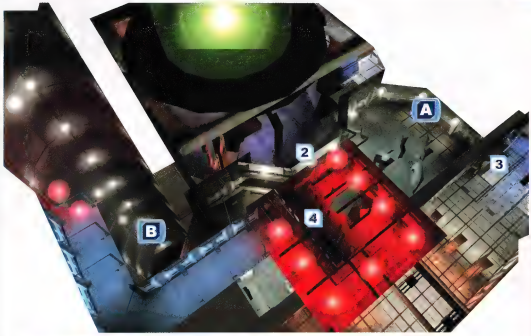
❹ After you hook up with Kyle, go back into the control room. You'll notice that three of the pumps along the wall are red. Use Force Pull to start them up, and the water will drain away. Then just run up the fallen conduit. You're attacked by a Sentry Droid. Follow the hallway to a wind tunnel, and then ride the wind up.

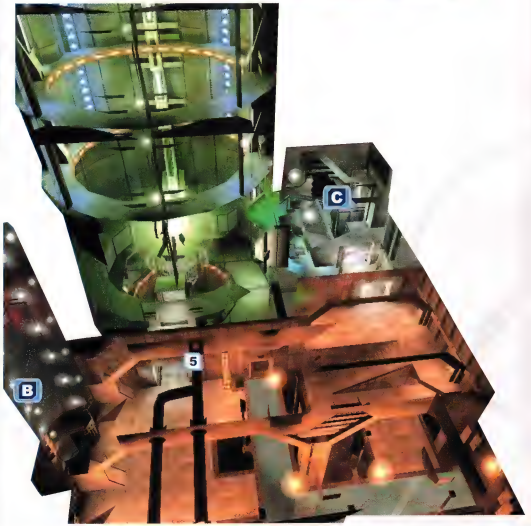
CHECKPOINT OBTAINED

Use Force Pull on the red pumps to drain the room.

There's a **SECRET AREA** about halfway up the wind tunnel, but it's really hard to reach. Basically, you have to stay in the tunnel and wait for a random bounce to set you on the ledge. It takes a while. Good luck.

❺ This bit is complicated. You come to a room where a laser is shooting out of the next room every few seconds. Time your dash through to the next room, so you don't get fried. Be sure to use Force Speed as soon as the energy beam disappears.

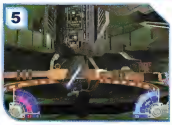


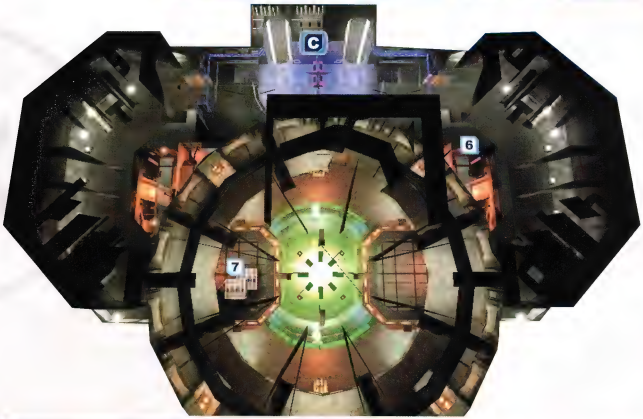


The next room has a big gizmo swinging around in a counter-clockwise circle. Let's call the end where the laser shoots out 12:00. That means to get out you have to jump on the rotating arm at 9:00 or 6:00 and off (to the upper platform) at 3:00. If you don't get off in time, you fry at 12:00. Again, use Force Speed to slow everything down. There's a not particularly hidden **SECRET AREA** in the space where he jumped up.

❻ There are two doors out. Both lead to large, multi-level rooms guarded by Cultists and Troopers. Between these rooms is the control room for the laser-gizmo where there's a lift you can take up.

❼ Make your way to a circular room guarded by Rocket Troopers, where a laser shoots down into a deep pit. There are two little alcoves in the room, both with goodies on the roof. Use the one with the crates stacked on top to get to the upper platform. Use Force Pull on the four green mirrors to destroy the machine.





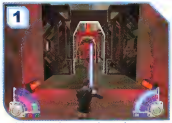
BAST CASTLE PART 3 - VJUN

NUMBER OF SECRETS: 0 **SAVE FILE NAME:** VJUN3

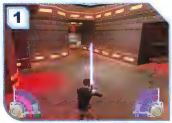
INVESTIGATE CULT ACTIVITIES

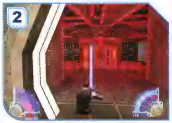
❶ The final leg of your quest is a large room with lots of troopers, including a Rocket Trooper. Go into the next room, a barracks, where you overhear an interesting conversation. There are two Cultists standing at the bottom of the lift and a third waiting at the top. You come out on the upper catwalk of the big room, where you're engaged by a tougher Reborn. Take him out and leave by the door he came through. You find yourself in a small barracks room guarded by a couple of troopers and a ceiling turret. Take the lift going up.

❷ You emerge in a combination barracks/armory guarded by a few troopers. Move on through. A Reborn waits for you on the catwalk beyond. When he's done, hide behind the circular shaft for more intriguing conversation. On the other side of the shaft are two Cultists and some troopers, and the entrance to a lift going up.



This guy is tougher than most you've faced so far.





CHECKPOINT OBTAINED

❸ At the top of the lift are a Cultist and a Reborn. This is a tough fight. Try to take out the lesser of the two quickly, so you can concentrate on the other. The door is sealed, but there's an explosive crate by the window. Blow it up! Expect to get attacked pretty much immediately by a couple more Cultists and a Rocket Trooper. Jump down into the big hangar. The next room is a repair bay, where you're ambushed by a couple more Cultists. Use the crates to jump up to the upper platform.

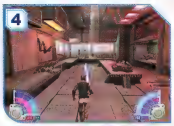
❹ You come out in a dingy repair shop, where you have to duel a Reborn with dual sabers. The next room is Darth Vader's old personal training area. Hit the switch in the middle to release four challenges, in order:

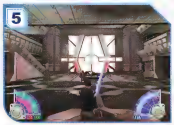
Two interrogator droids.
Two sentry droids.
Two assassin droids.
Two fencing droids.

Some power-ups are unsealed from side closets half way through the fight and again at the end. When all four are destroyed, the door unseals, opening the way to the next lift, which takes you down a level.

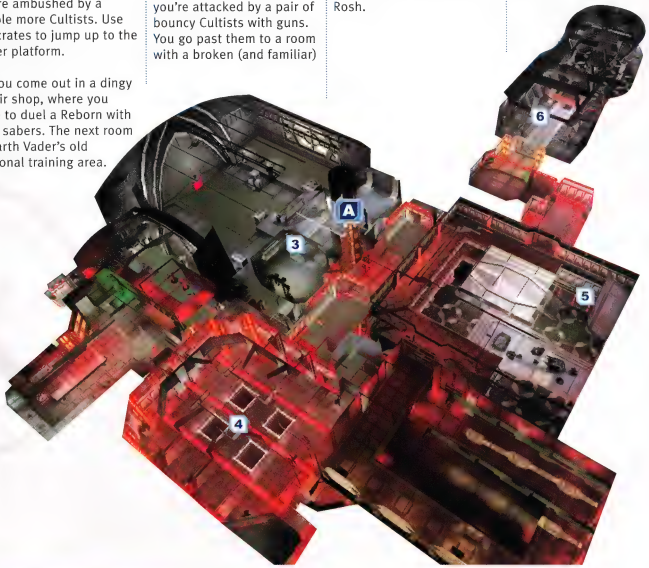
❺ Upon leaving the lift, you're attacked by a pair of bouncy Cultists with guns. You go past them to a room with a broken (and familiar) statue, where a dual saber Reborn attacks. Take the ramp up to the first catwalk, and go through the door to the next room (and yet another duel). Go up that ramp to the upper catwalk of the statue room. Cross the catwalk, and go through the door to one more duel ... this one against a Reborn with a saber staff.

❻ At last, you make it to Vader's old throne room, where you meet the second Boss ... none other than your old training buddy Rosh.





An image of the former owner lies broken on the floor.



BOSS BATTLE

ROSH PENIN

Don't even try to take on Rosh until the twins are down. They're fast, and they have lots of Dark Side powers, but they can be taken if you focus on them one at a time. Since they rely on Force powers use Force Absorb in conjunction with Force Speed or Rage to try and take them down as fast as possible. If you don't remove them they'll feed healing energy to Rosh whenever he starts to get weak. Rosh shouldn't be a big problem after all the dueling experience you've already gained this level. Deal with Rosh the same way you have been battling the Cultists and Reborn.

Your first priority should be to take out the Reborn Twins. They will constantly heal Rosh's wounds.

CULT SIGHTING - CHANDRILA

MISSION BRIEFING

We've received word from the Chandrilans that some cultists have broken into an ancient tomb that is supposedly the burial site of a Jedi Knight. Hurry there and stop them from siphoning Force power.

NUMBER OF SECRETS: 4 **SAVE FILE NAME:** T3_RIFT

STOP TAVION'S MINIONS FROM DESECRATING THE JEDI TOMB

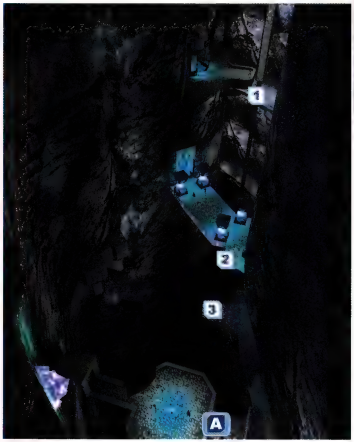
❶ After falling down a pit, you are left in a small area with a gigantic boulder in front of you.

Use your Force Push to send the boulder flying, and then get rid of the Reborn. Turn to your right, and head down into the Rift. You'll hear two guys talking. Make sure to surprise them, because they've got weapons that will send you flying. Walk over the bridge and down to the next platform. There you'll encounter two more Cultists.

❷ You'll see a broken bridge. It's worth jumping over for the large shield booster on the other side. Once you're done, jump to the next platform.

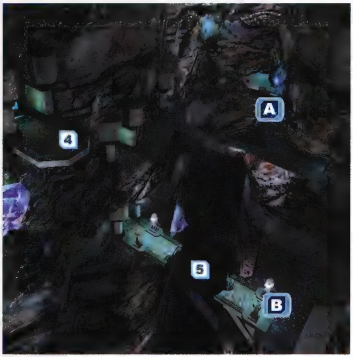
❸ Be sure to hold to the left side, because some of those platforms will break away. Keep following the wall until it crosses over to the other side of the Canyon. There you'll be presented with a choice of going left or right. The left side will present a Secret Area, and the right side will continue down the Rift.

Use your Force powers to push away boulders. Also, keep an eye out for breakaway platforms underneath you.



SECRET AREA

Hop up on the platform to reach this Secret Area.



❹ Reach the first **SECRET AREA** by jumping on the wall above where it says, "Well, can't go that way." Someone is shooting a Concussion Rifle at you, so you'll have to get rid of him before proceeding. Once you jump up there, walk into the hallway for a Medpack and a Shield Booster.

❺ Follow the right side down, and you'll wind around to find a guy blowing up the bridge in front of you. Jump across the gap and destroy him.

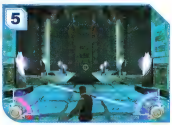
❻ In front of you will be the entrance to a large temple. You'll face many Adept Reborn at once. Once they're eliminated, you'll be in a large, many pillared room. Turn on your Force Sense ability to see a door. Open the door using Force Pull. Pass through the doors to reach your first checkpoint.

CHECKPOINT OBTAINED

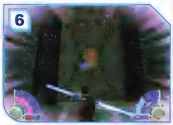
❼ Continue down the walkway you're on. You'll face another Reborn. Destroy him and look to your left and right. To the left will be the way to proceed, but to the right are two secrets!

❽ Drop down to one of the small lips on the right. Then drop again between the two small lips that jut out from the wall and you'll drop into a **SECRET AREA**.

❾ After dropping to the bridge area, look up to where you came from. Turn on your Force Sense ability to reveal a glowing glyph. Jump up on to the platform above where you came down from. You'll find a **SECRET AREA** beneath the bridge.



At this point you will face many enemies at once!



Use Force Sense to detect these doors.

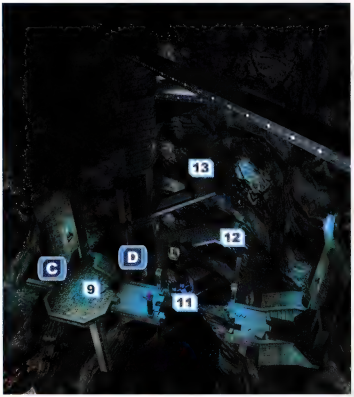
⑩ Follow the left wall by jumping to the next platform and engage the next Reborn. You'll find yourself on a broken bridge with a jump just a little too far to make. So instead of jumping, look down to your left and hop on one of the broken ledges. You'll be able to walk up to the other side after you get down and cross over.

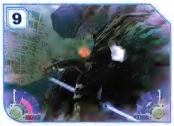
⑪ After you've dropped down, look in the alcove behind you to find a shield generator. Proceed across the small bridge to engage another Reborn. When you hit the Rift wall ahead, you can go up and right or left and down. Up and right will lead to two Force-wielding Cultists along with a Reborn. As a reward, it contains a Shield Booster and a Medpack.

⑫ Once you've gotten those, head back to where you could have taken a left—not back over the bridge but along the rift's right wall. Before you drop down, however, there is another Secret Area directly ahead of you.

⑬ Jump up on that small platform above you with the crystal, then jump again to the doorway in front of you. This **SECRET AREA** will give you three Medpacks, a large shield booster and rocket ammo!

⑭ You'll be dropped on to another platform. Traverse the ravine again and follow the perimeter of the structure in front of you. Be prepared for the Reborn you'll encounter. Once you've destroyed him, face the Ravine wall and drop down to the next landing. Face right and drop down again. Continue dropping down until you can follow the perimeter of the building in front of you. Once you follow it around, you'll see more platforms to your right, but also more Cultists. Fight the Cultists and jump across a gap in the bridge. Proceed straight until you see the guy shooting you from above on the right. There will be a doorway you can jump on dead ahead. Jump on that, then up to the next platform, and on to the bridgeway above you.





⓯ Here you'll have to cross a bridge with statues to your left and right. There will be two Cultists on the other side. Enter the temple.

DEFEAT THE JEDI AND FIND A WAY TO PROTECT THE JEDI MASTER'S COFFIN

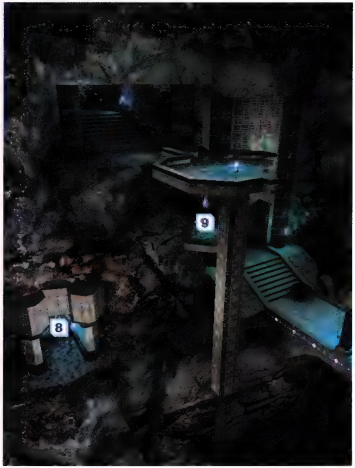
CHECKPOINT OBTAINED

SEAL THE MASTER'S COFFIN

⓰ Proceed to engage more Reborn. Once the two in front of you are eliminated, you will face a final Reborn in the tomb room ahead.

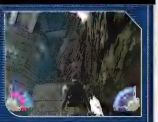
ESCAPE FROM THE TOMB

⓱ On the left and right of the tomb are two windows. Use your Force Sense ability to uncover what is behind them. Once they have been uncovered, push the two large square buttons to the left and right of his tomb to seal the coffin. The entire complex begins to cave in, so you must exit the area. To finish, just run out the way you came, and the mission will be complete.



SECRET AREA

Jump on the rock outcropping from the wall to reach this area.



CULT INVESTIGATION - TANAAB

MISSION BRIEFING

We received word from a freighter captain that there are members of the cult at the spaceport on Tanaab. Head over there and find out what they are doing there.

NUMBER OF SECRETS: 2 **SAVE FILE NAME:** T3_STAMP

DEFEAT THE CULTISTS

FIND A WAY TO STOP THE MUTATED RANCOR

WARNING: The Rancor cannot be killed, so don't bother trying. If it catches you, you'll need to swing like wild to get out of its grip. You can shoot the Magma Energy Conduit Tubes to create an explosion to stun it for several seconds.

❶ The rooms are rectangular, and your objective is on the opposite side of the room. The Rancor will eat anything in its path. So as soon as you're able, start running toward the opposite end of the room. In the meantime, the Rancor will smash everything in its way to get to you or whomever is around you. You will encounter several enemies but let the Rancor take care of them whenever possible. At the end of the hallway is a switch you'll need to hit. Jump up there and hit it.

This will lift the crate blocking the doorway and allow you to slip in. Walk down that hallway until you come to a new room. A Cultist awaits you through the doorway, so be ready.

CHECKPOINT OBTAINED

❷ This room is similar to the last with lots of crates for the Rancor to destroy. The goal here is to run like mad down the corridor that ends with a dark blue force field above your head.

Round the corner and go through the door. Be prepared for more Cultists and, of course, more of the Rancor chasing you.

Hit the switch in this room in order to lift up the crate.

A doorway is revealed after you hit the switch.

Retreat toward the third room, but don't forget the Secret Area.

❸ This is a long narrow corridor with some Cultists and Reborn to slow you down.

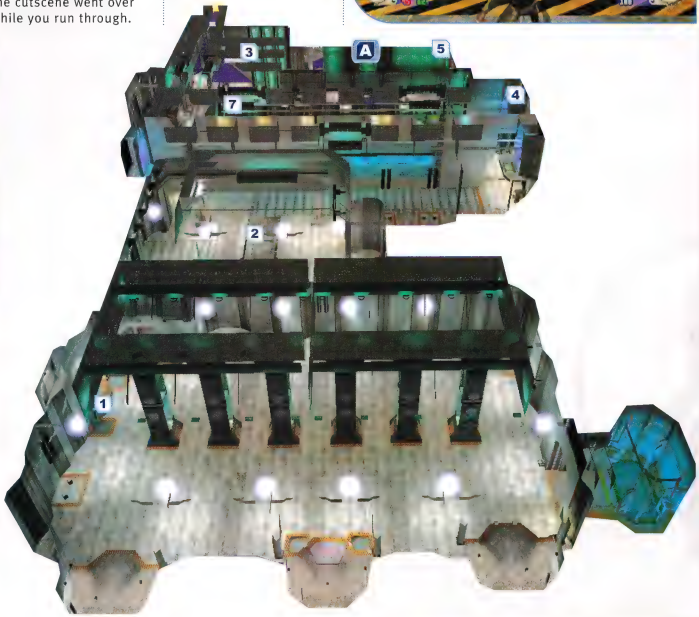
Let the Rancor contend with them. Run quickly down the corridor. On your left at the end will be a switch you need to hit.

Once you've activated the switch, watch the cutscene, and then let the Rancor destroy the crates the cutscene went over while you run through.

❹ This **SECRET AREA** contains a Medpack and shield booster.

❺ The **SECRET AREA** is at the end of the level down the hallway. You'll have to speed by the Rancor to get there.

❻ This room breaks into two areas: One area holds nothing for you, but the other leads you into a control center. This is where you want to be.



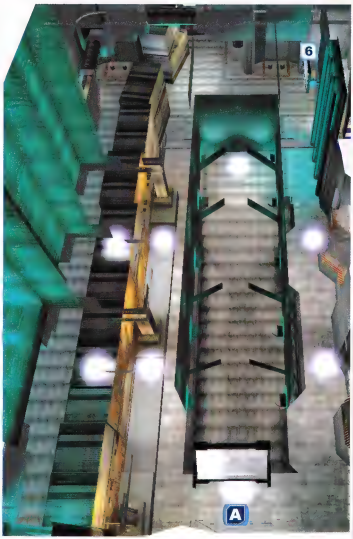
❼ The first step will be to lower a container with a switch beside the door by hitting the switch.

CHECKPOINT OBTAINED

TRAP THE MUTANT RANCOR ON THE CONVEYOR BELT BY USING THE HANGING CRATE

❽ Now walk along the inside and don't step within range of the Rancor. It **can** reach inside there. This can be to your advantage, because you just ran into another group of Reborn. Once you are in the control room and the Rancor is wandering outside to end the level, hit the switch on top.

Use the switch to trap the mutant Rancor.



SECRET AREA

Be quick on your feet to slip past the Rancor and get this reward.

SECRET AREA

You'll have to jump on to this platform to get these goodies.

DISMANTLE DEVICE - YALARA

MISSION BRIEFING

Our resident Jedi scholar, Tionne recently learned of the planet Yalara from our Jedi Holocron. The planet was once home to a peaceful, yet primitive species that was not ready to be integrated into galactic society. For this reason, the Jedi Master Broden Kel Verdox harnessed the power of the planet to create a cloaking device, hiding the entire planet from discovery. But now, someone else has discovered the planet. Go to Yalara and find out if anyone has been there. If the cloaking device is in danger of being stolen, it would be better to destroy it rather than having it fall into the wrong hands.

NUMBER OF SECRETS: 1 **SAVE FILE NAME:** T3_HEVIL

Looking up at the objective -- a view from start to finish.

❶ Move to the door directly ahead of you and open it Continue to the next room to encounter two easy foes, and find a Medpack. At the end of these series of rooms is an elevator. Go up it, but when you reach the top, be ready for a fight.

❷ The elevator opens up into a scene with two battles: one on the left and right. Walk around and destroy everyone. Step into the tower in the middle, and get rid of the two thugs in there. There is really only one door to enter, so take the door to the left of the elevator. In this room you'll encounter six enemies.

❸ After they're eliminated, locate the fan in the room and disable it in order to get through. Go into the door that opens to an elevator and take it down. This will open into a small room like the one you came out of with a group of four Stormtroopers. Destroy them all!

❹ Proceed into the next room and fight another small group of Imperials. Once they're gone, look to the right of the door where there are two levers with fans moving slowly above them. Go to the left lever and disable it. The small blue screen to the right of the levers is a camera shot showing you that the fan has stopped. You will also find a Medpack and a detonator pack on the floor in front of you. Now head back to the room with the fan.

❺ Once you're through the fan, use the huge fan in front of you to jettison up on to the ramp above. This might take a little practice. Get ready for a fight, because you face two Cultists.

You need to hit a switch to stop the fan from spinning.

Move the left lever to disable the fan.

Ride the wind from the fan to the platform above.

❻ Once they've been eliminated, proceed through to the next room to face more regular enemies. However, once they are destroyed, farther down the hall directly ahead are two Cultists. One uses the normal lightsaber and the other uses only Force powers. Your best bet here is to get rid of the one with Force powers. He is destroyed if you can hit him just a couple times.

❼ After you've eliminated the Force-wielding Cultist, get rid of the other. After the fight, backtrack a bit and take the left you ran by. Go down that hallway and encounter two enemies. Once they're gone, use the Shield Recharger at the end of the hall. Now continue on beyond where you eliminated the two Cultists to reach a checkpoint.

CHECKPOINT OBTAINED

8 As soon as you open the door, two Cultists will jump out from both your left and right to attack you. Once you have eliminated them, continue into the room where you'll face a much stronger Reborn wielding a lightsaber staff. This one can be tricky so it may take a couple attempts. He's more difficult than the last two, but doesn't require any special tactics to defeat.

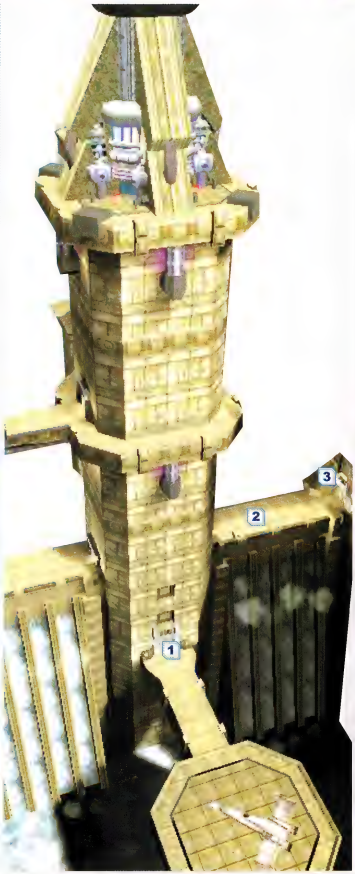
CHECKPOINT OBTAINED

9 Now continue past him and through the next fan. This should look familiar. Once again the fan will propel you upward to the lip up top. The first room you enter will have four Imperial troopers you'll need to deal with. Get rid of them and pick up the assortment of items around the room in plain view. Now move to the next room.

10 Upon opening the door, another Reborn with a lightsaber staff will assault you instantly. There is also a fight across the small bridge. Get rid of the Cultist and finish off the remaining enemies on the other side of the bridge. There is nothing along the perimeter of the tower, so go inside the doorway and get ready for a series of fights.

A Reborn with a lightsaber staff attacks.

Take advantage of the ledges. Push the Cultists off.



⓫ At the base of this tower just under the back side of the first stairway leading up, you'll notice a crack in the floor. Attack it and you'll fall through to a **SECRET AREA**.

⓬ As you ascend the tower, you will encounter an increasing amount of Cultists. Destroy them as you normally would, but remember to use the Shield Charger at the base of the tower if you need. Once you've reached the door at the top, it will open into a scene where Cultists are fighting the locals. Your job here is to take advantage of the Cultists as they're fighting. Try pushing one off the edge. Once everyone there is dead, on the back side of the small tower in front of you, take the elevator up.

SET THE DETONATOR CHARGES TO DESTROY THE CLOAK GENERATOR

⓭ Once you get into the elevator you'll hear fighting from above. You'll see a Cultist and a Reborn fighting some enemies. Up here is where you will destroy the tower and complete the mission. Eliminating the enemies will be the most difficult task. After they're gone, you'll have to activate the four bomb posts: two in the front and two in the back. Once you destroy the tower, the mission is complete.

SECRET AREA

Look for the crack in the floor. When struck you will find this prize.

Your main objective is to set the detonation charges along this platform containing the Cloak Generator.

FORCE THEFT INVESTIGATION - BYSS

MISSION BRIEFING

Since Rosh never completed his mission at Byss, we still need to determine if Tavion managed to siphon Force energy from the remains of the planet. The Emperor spent a lot of time there, so it would be a huge source of power. If it has been taken, we'll have an idea of just how powerful Tavion is.

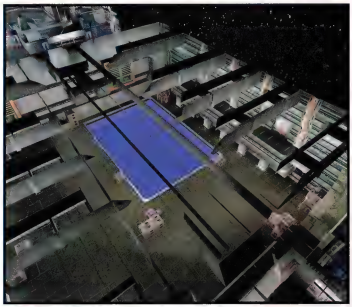
NUMBER OF SECRETS: 1 **SAVE FILE NAME:** T3_BYSS

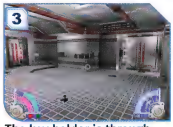
❶ There are many doors, but only the door to the left of the nose of the ship will open. Go through it, but be careful when you enter. There will be a variety of Imperial troops and a turret in the ceiling on your left. You'll have to destroy the turret for it to stop shooting at you.

❷ Continue down the corridor, and on your right, you'll see a Medpack blocked in by laser trip mines. Destroy the laser trips and take the goods.

❸ The next room you enter will have a turret to destroy along with an assortment of Imperials. In order to pass through the door in front of you, you'll need to eliminate the key holder through the door on your right. Be sure to get the shield recharger in that room.

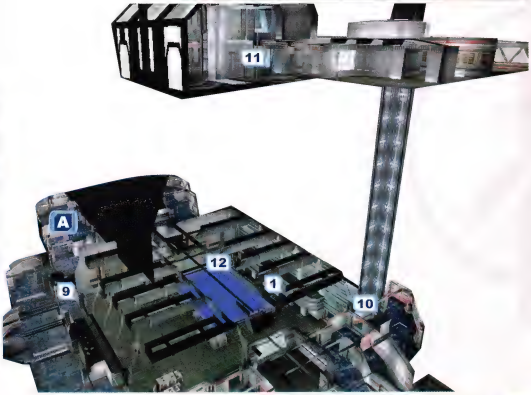
❹ Once you have the pass, continue through the door you just used the security key on. Get in the elevator and prepare for a tough fight. You have two Hazard Troopers to destroy. They don't require too many special maneuvers, so dispatch them the best you know how and continue on.





The key holder is through the door on the right.

These droids are tough, so don't get cocky kid.



❺ You will immediately hit a fork in the hallway. Bear right but be wary of the laser trip mines you'll come across. Blow them up from a safe distance, and continue through that hallway around until you see a door. Open the door and you'll find the room where you can disable the tractor beam.

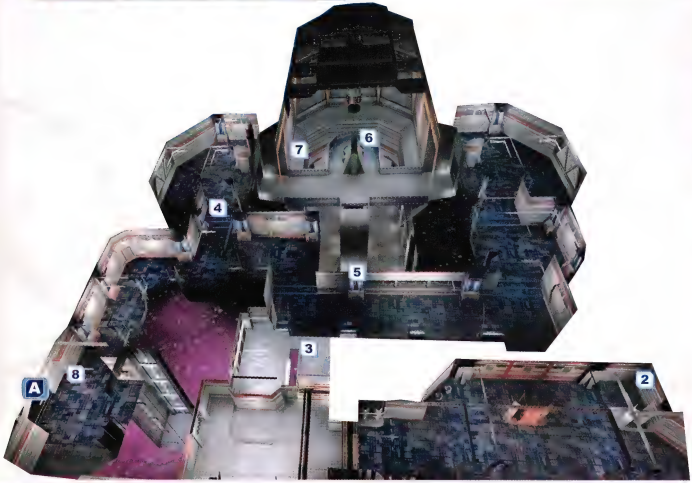
❻ Eliminate the Imperial guards in the room and disable the tractor beam.

❼ Drop down beneath the tractor beam. Go behind one of the pillars to find a **SECRET AREA.**

❽ Once you hit the elevator on your way back, you will get a new objective.

CHECKPOINT OBTAINED

Kyle will request more time, and that you hold off the TIE Fighters. Suddenly the door across from the elevator top will open for you. Enter it and engage the Imperial troops.



⑨ There will be a turret on your left, so be wary. After the turret will be two more Hazard Troopers, so use discretion. You will see a force field wall which you can destroy.

⑩ Continue following the hallway killing Imperial troops. At the end of the hallway after another Hazard Trooper will be an elevator. Hop in and head up.

⑪ At the top of the elevator there will be a shield regenerator station to your left. After you've recharged, destroy all the troops you encounter and hop into one of the seats.

⑫ Once you've destroyed the TIE Fighters, you will receive a new objective.

CHECKPOINT OBTAINED

GET BACK TO YOUR SHIP

Backtrack toward your ship, and be ready for heavy resistance. After you get off the first elevator, bear right. At your first turn, look right to see that your ship is below being accosted by a large group of Stormtroopers. Give Kyle a hand in destroying them. Once the enemies are gone, your mission is complete.

Enter the elevator ahead.

Room with turrets to destroy TIE Fighters.

Assist Kyle in finishing off the enemies.

WEAPON DESTRUCTION - ORD MANTELL

MISSION BRIEFING

Information has surfaced about a large stockpile of old weapons hidden in the wastes of Ord Mantell. Destroy the stockpiles so they don't fall into the wrong hands. Records from the time of the Rebellion indicate that there should be seven caches hidden in the ruined city.

NUMBER OF SECRETS: 1 **SAVE FILE NAME:** T3_BOUNTY

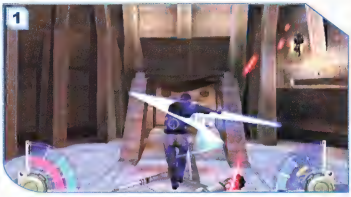
WARNING: Boba Fett will be attacking you constantly throughout this mission. The easiest tactic to deal with him is simply to avoid him. Remember to save often here.

❶ As soon as the cutscenes end, Boba Fett begins attacking you, and unfortunately, you can't kill him at this point. Make a hasty retreat into the closest recess beside the X-Wing in the middle of the room.

After getting the items, go back up the ramps and head toward the door closest to the rear of the X-Wing. Follow the left wall in this area and ignore the doors you will be passing on your right. After passing two large pillars, there will be a door straight ahead. Go through it and you'll find yourself in a room with a large pit.

Once you're out of the pit, head across the grated bridge. It ends with a doorway directly ahead and a doorway to the left of it. They both enter the same room, so take the one straight ahead. You will enter a room with a hologram of a planet, and you will see your first weapons cache to eliminate. After the explosion, make sure to look around the room for some valuable items.

CHECKPOINT OBTAINED



Once you start, keep moving to avoid Boba Fett.

Destroy the first weapons cache here.

This mission has one **SECRET AREA** under the stairway. Jump above into the small space and fall in.

❷ Now head back up the stairway you came in, take an immediate left, and after a few steps, you'll see a door on your left. Enter it and follow it until it opens into a room, which contains your second objective! Destroy that weapons cache, and exit the way you entered through the corridor.

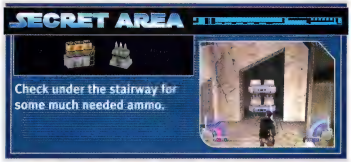
CHECKPOINT OBTAINED

❸ Back pedal across the pit you came in, past two pillars and through a door. It leads you into an area where there are two more pillars in front of you and a door on the left. Head through the door on the left. Hold the left wall and you'll end up in a room with your third objective. Be sure to get everything in the room and go back the way you came in.

CHECKPOINT OBTAINED

❹ Before you exit through the door, there will be a door on your left which leads you down a corridor. It contains blue glowing liquid to your left and right.

CHECKPOINT OBTAINED



Destroy the second weapons cache.

Once you destroy the third weapons cache, it will activate the third checkpoint.

Continue straight along this path until you reach an opening into a small room. Along this corridor, take your first right and head to the elevator. Take a right, and continue until you reach a door with some Medpacks and a shield booster. You cannot open the door, so run back until you see the room with blue glowing liquid. Take a left into a large room which you've been in before. From there, hold left and go through the door until you're in the area with the X-Wing. Then, go straight across the courtyard and into the door which opens into another large courtyard area. In this area, follow the right wall and enter the doorway dead ahead. You will see the weapons cache to detonate.

5 Exit the room and veer right. Take the door you see on your left. Destroy those weapons, scour the room and exit the way you came.

CHECKPOINT OBTAINED

6 After exiting, go left and you'll see a large doorway ahead of you which cannot be opened. Instead, look to the right and go through that doorway. Continue down this corridor until you see your last objective. After destroying the last weapons cache, head back the way you came toward your ship.

CHECKPOINT OBTAINED

7 When you enter the courtyard that has your ship, it's time for a fight!

DEFEAT BOBA FETT

The fourth weapons cache is down this corridor.

You finally attained the last weapons cache.

After all the dodging and weaving you had to do, now is your chance to give a little payback to Boba Fett.

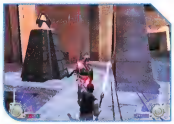
BOSS BATTLE

BOBA FETT

Boba Fett attacks with a variety of styles and enjoys flying out of range. He uses a blaster, flamethrower and a rocket launcher. There are a lot of different ways to battle him, including the use of your lightsaber to deflect his shots at him.

His most devastating attack is the portable missile system. Use Force Push to deflect these back toward him. If he lands and you get close enough, try Force Speed to run around his flamethrower and let him have it. Lastly, you can try Force Grip and throw your lightsaber at him.

Use Force Push to send the rockets right back at him.



Force Grip also is key for getting in extra hits.

CULT FACILITY PART 1 - TASPIR III

MISSION BRIEFING

Gain entrance into the cult facility on Taspir III to search for Rosh Penin.

NUMBER OF SECRETS: 3 **SAVE FILE NAME:** TASPIR1

GAIN ACCESS TO THE IMPERIAL POWER FACILITY

❶ There are three paths open to you, but the only one that leads inside is the center path. You will be attacked by a Rocket Trooper and two Stormtroopers guarding the door. Get too close to the door, and it will open up revealing two more Stormtroopers who attack.

❷ Inside the building, walk inside a bit and take out the Stormtrooper to the right. You can take him out without alerting the others. After he is disposed of, you must take out the Stormtrooper on the left and the Stormtrooper and the Imperial in the small room. Exit out the door on the left. It will take you to the outside and down a ramp. Once you reach the bottom of the ramp, you will receive a new objective.

EXTEND THE BRIDGE AND HEAT SHIELDS LEADING TO THE SECURITY OVERRIDE CONTROLS

ACTIVATE THE SWITCH TO EXTEND THE MAIN WALKWAY TO THE IMPERIAL POWER FACILITY

❸ This new objective can be completed right away. Activate one of the switches in order to extend the bridge and heat shields leading to the security override controls. You will also receive another objective. Cross the bridge, but beware of the Hazard trooper on the other side. Once he's defeated, turn left, and at the end, you must activate the switch to extend the main walkway to the Imperial power facility.

❹ Return to the first room with the reactor, and when you enter, turn to the left and get rid of the Stormtrooper. Proceed into the door and up the elevator. If you're running low on shields, you can get a medium shield repair through the door in the back. Through the right door, two Cultists will attack you on sight. Also, beware of the cloaked soldier to the right when you exit through the door. Cross the bridge, take out the Stormtrooper and then enter the door at the end.

From where the cloaked enemy was, jump around the building to get to the ledge where the **SECRET AREA** is. After you get the items, jump back to the original ledge where you came from and continue.

Keep your distance from the doors...

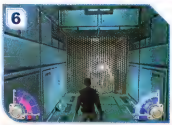
...or you'll have more Stormtroopers to worry about.

❺ When you enter the next room, you will be attacked by a Cultist wielding a lightsaber, and another more dangerous Cultist who jumps down on the right. His Force powers can be quite annoying. Finish the enemies in the room by taking out the remaining Stormtroopers. Enter the door on the other end and take the elevator to the next floor up. The battle is pretty easy. All you must deal with is a bunch of Stormtroopers and an Imperial.

❻ After you defeat all of the enemies, Force Push the giant crate underneath the destroyed grate, and then jump into the ventilation up to the next floor. When you reach the end of the corridor, smash the grate and jump down. You will notice a door to the left, but you don't have the key. Walk along the top floor and eliminate the two guards and the Imperial. Search the captain to get the security key and then use it at the door.

❼ Once you exit the security door, you will be greeted by a Reborn wielding two lightsabers. Take him out and then follow the path. On your way down and across the mountain path, you will be attacked by three Rocket Troopers. Destroy them all, but make sure that you don't go too far. Otherwise, the sniper on the other side of the broken bridge will get you. Once you have taken out the Rocket Troopers, take out the sniper and then go into the door on the left.
Before you enter the door and reach the checkpoint, take a look at the side of the tower. If you jump up to the top, you will find **SECRET AREA**.

Careful of the blue Reborn and his Force powers.



Smash through this grate to continue your journey.

CHECKPOINT OBTAINED

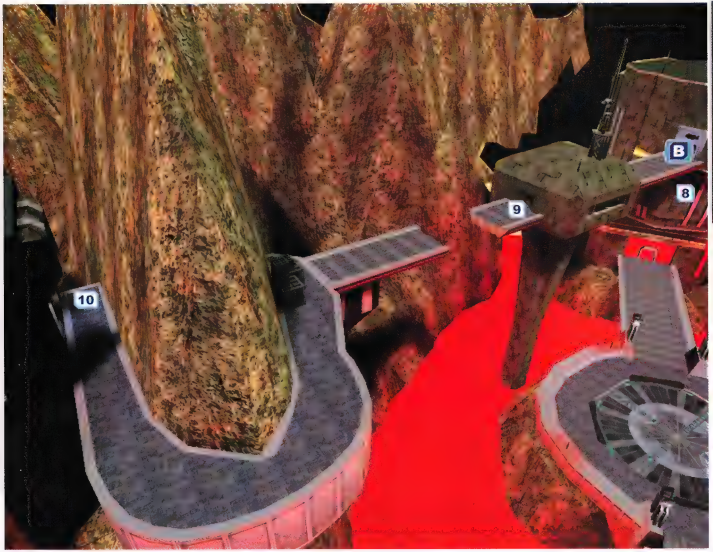
❽ When you enter the door, get rid of the two Imperials and the two Stormtroopers. Make your way down the hall. Continue down the hall and kill the lightsaber-wielding Reborn and Force power-abusing Cultists. After the Rocket Trooper attacks, you will be attacked by a saber staff Reborn and an Imperial. Exit through the door past the Imperial.

❾ On the bridge awaits two dual lightsaber Reborn. Defeat the enemies and then enter the room ahead to replenish your energy and guns. After you exit the room, jump across the broken bridge and then follow the path past the crates. After you turn the corner, two Rocket Troopers will attack you.

❿ Enter the building and eliminate the two Stormtroopers on your way in. As you make your way down to the exit, a variety of enemies will attack you, including more Reborn. Just kill anyone in your way, and exit through the door at the bottom. Don't forget about a **SECRET AREA**.

At the bottom of this room before you exit, turn around and then drop down to the dirt behind the pillar. If you follow the path down, you will reach the final **SECRET AREA** of this level.

Once you exit, two more Cultists will attack (one lightsaber and one force). Enter through the following door.



⓫ When you enter the door, be careful because two Cultists will be waiting. Immediately kill the one on the right and then kill the one with the lightsaber. Go through the door at the end of the hall.

CHECKPOINT OBTAINED

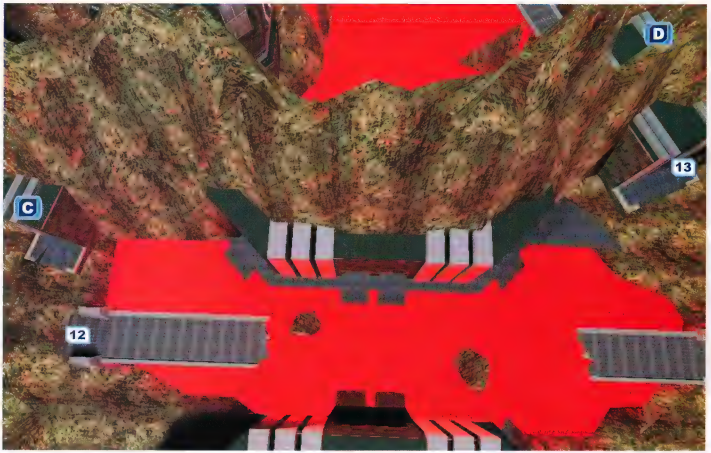
⓬ The first thing that you want to do is to destroy all of the Hazard troopers in the lava. Once you have done that, go to the bridge. Jump to the small piece of land and then to the other area on the left. Once you're on the new side of the lava, continue to the right toward the other bridge, and enter the door on the left.

⓭ You will be attacked by two more Reborn in the hallway. Once you defeat those two, outside is another two Cultists. Defeat them and proceed into the next building.

⓮ When you enter, eliminate all of the Stormtroopers and guards in the room, and then go up the elevator. At the top of the elevator is a room with two exits. The first exit leads to a ledge with Medpacks and items. The second door leads back to the next part of the level.

Take out all the Hazard troopers in the lava.

Keep your guard as more Cultists are on their way.



⓯ Once outside, take care of the Rocket Trooper and the Stormtrooper on the walkway. Go through the door and do more of the same by taking out Stormtroopers and Imperials. If you go out the first door, a Reborn will attack you from the left, but there is a health restorer nearby.

⓰ Exit through the grey door at the end, and then get rid of the staff-wielding Reborn at the top. The exit is the red door on the opposite side of the room. If you go through the doors on the right, you will have to deal with another dual lightsaber Reborn.

⓱ When you exit, you will have to do battle with a single Reborn Master. Be careful, though, because the ledge is narrow, and one mistake means certain death. Once he is defeated just enter the door and the level is complete.

Take out this dual saber-wielding Reborn quickly.

All you have to do is take out this one last Reborn.

CULT FACILITY PART 2 - TASPIR III

MISSION BRIEFING

Look for Kyle and Rosh in the cult facility.

NUMBER OF SECRETS: 6 **SAVE FILE NAME:** TASPIR2

❶ When you enter the door, you will be attacked by two Cultists. After they are defeated, run down the hall and enter the door at the end. Defeat the two guards and then enter the door at the end to the left of the yellow path. You will then be in the room with a bunch of engines.

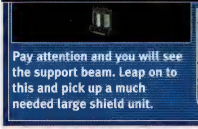
❷ After Alora taunts you, you will be attacked by two Reborn. Exit through the opposite door that you entered from and take the lift down.

❸ At the bottom of the lift, two more Reborn will attack you. Destroy both of them and then proceed through the door on the opposite side of the room.

Just go to the right or to the left through the next set of doors.

If you go to the left and jump up on to the support, you will find a **SECRET AREA** with a large shield unit. After you have it, drop down and enter the big room.

SECRET AREA



Pay attention and you will see the support beam. Leap on to this and pick up a much needed large shield unit.

Right out of the gate, you will be attacked.

You will meet Alora again early in the stage.

4 You should be in a big room with a giant machine in the middle. You need to make it to the top of the machine. First, jump up where the blue energy is to land on a ledge. Next, jump up to the yellow supports, jump up from the supports to the little platform on the machine, and finally jump up on top of the machine. After a cutscene, jump up on to a small indentation on one of the side pillars, and from there, jump up to the catwalk. When you reach the top, you must fight two Cultists and then exit through the door on the far right.

Standing on the right side catwalk, jump over to the area ahead between the pipes for a **SECRET AREA**. However, it is best to take out the two Reborn first.

SECRET AREA

Leap in between the pipes to find this Secret Area.

You'll have to leap on to the yellow support beams to continue with your journey.

CHECKPOINT OBTAINED

❺ After the short hallway where the checkpoint is, enter into the next room and run past the Reborn into the next door. The Reborn will follow you, but it is much easier to fight in the corridor. Plus, you don't run the risk of falling into the lava.

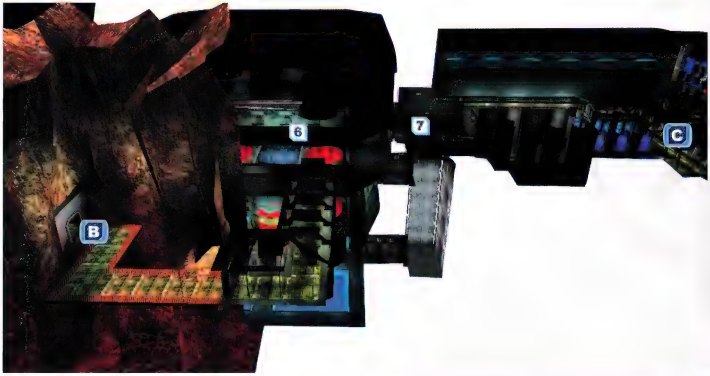
After you kill the Reborn in the hallway, return to the area with the lava and the giant satellite. Behind the satellite is a **SECRET AREA**.

❻ As you enter into the next room, you'll be attacked by five Stormtroopers. Attack the three on the right to eliminate the one with the Merr-Sonn Missile System and then take out the others. After you have eliminated them, enter the door to the right of where you arrived.

❼ The next section is a long hallway, but you must be careful. The Cultists are in hiding and waiting to ambush you. After you finish off a total of four Cultists, proceed to the next hallway, kill the Reborn there, and then exit into the forcefield command room.

Once the troopers are out, head through the right door.

The Reborn are all hiding and waiting for you.



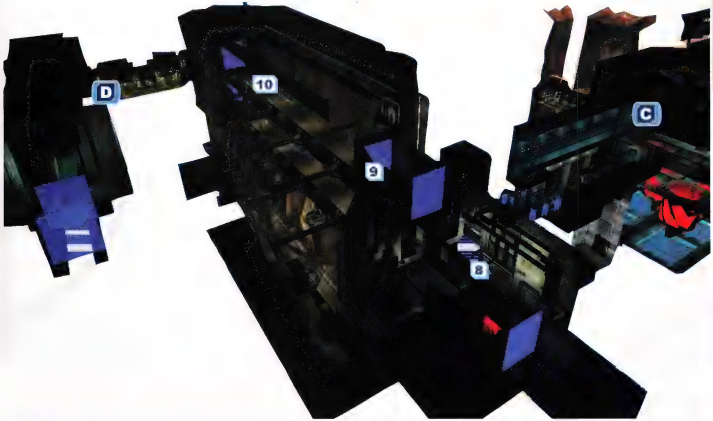
After the four Reborn are defeated, stand underneath the area in the shot by standing on one of the pillars for extra height. Then, jump up to get to the **SECRET AREA**.

❽ When you enter into forcefield command, eliminate the operator at the control panel and then get ready to deactivate the shield. Stand in front of the panel, so that the use symbol is up, and then activate Force Speed. Hit the switch and then jump up to the path. Run to the next screen before the forcefield goes online again.

❾ After a short cutscene, you will be in a large area with steam devices. You want to make it to the bottom where you saw Alora. First, you want to run to the end of the path near the last steam device, and then jump to the ledge above the forcefield. From there, drop down to the path. (You will lose a small amount of health.) Once you are on that path, drop down to the lowest one. You will lose some energy, but you can just Force Heal. On the bottom path, run to the end, and then take a left to get to the elevator leading to the highest level.

Drop down below the lowest floor and crawl into the small space shown in the picture for another **SECRET AREA**.

After you have the secret, jump back up to the floor above and go to the elevator.

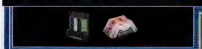


⑩ At the top of the lift, destroy the soldier. Leap from the rail to the conveyor belt. Jump on the blocks to get extra height. When you reach the steam device at the end of the path, jump on top of it. Then, jump from there to the ledge on the other side. Through the hallway is a couple of Cultists. Finish them off and go to the next room.

⑪ The conveyor belt stops when a block goes into one of the machines that reshape the blocks. The first obstacle is the lightning. Wait off to the side of the conveyor belt for the walls to close on the block. As it's opening up, jump through before the lightning activates again. Then, jump up on to the area above the conveyor belt. Wait on top until the forcefield goes down, and then run into the space on the left before the forcefield goes back up. Jump over to the forcefield generators, and at the end of the conveyor belt, get rid of the two operators.

Before entering the door, to the right is a path that leads down to the other side of the conveyor belt. Go over there to trigger a **SECRET AREA** and pick up a few helpful items.

SECRET AREA



Follow the path next to the conveyor for some more goodies.

CHECKPOINT OBTAINED

⓬ A cutscene will occur, and you'll be attacked by a staff-carrying Reborn. Destroy him and then jump to the top of the area where the transport cart comes out of the shield. Stand to the side and then hop on when it goes by. Jump off to the right as it passes the ledge. You have found Rosh, but you must choose between light and dark. Strike Rosh down to become a Dark Jedi. Put your saber away to follow the path of light.

Make certain you choose your path wisely, for it will affect the outcome for the rest of the game.

BOSS BATTLE

ALORA

No matter what path you choose, you must fight Alora. She has two sabers, but can still be beaten with the standard tactics. Use Absorb often since she likes to use Force powers and then attack with your saber. If you find that your Force power is low, then you can simply run from her.

She is a lot tougher than your first encounter so don't expect to corner her and take her out too quickly. Once you destroy her, the mission is complete, and depending on your choice, you are now a Dark Jedi or a Light Jedi.

TOMB OF RAGNOS PART 1 - KORRIBAN

MISSION BRIEFING

Travel to Korriban, burial place of Marka Ragnos to confront Tavion.

NUMBER OF SECRETS: 3 **SAVE FILE NAME:** KOR1

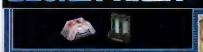
FIND A WAY THROUGH THE SITH CATACOMBS TO THE VALLEY FLOOR

❶ Make your way to the staircase and follow it below. As you get to the stairs, you will be attacked by three Reborn. You won't want to risk putting yourself in danger, so let your fellow Jedis fight. After the fight, let your friends heal, and then go down the steps to the lower levels.

❷ As you are going lower and lower into the catacombs, you will see fellow Jedis of the light battling Reborn and Cultists. You will eventually reach an intersection where you want to go left.

A **SECRET AREA** is located way up high, so you are going to need to jump up on a couple of objects to get to it. At the intersection where you turn left to continue down into the valley, turn to your right and jump on the statue's head. From the statue's head, jump up to the small ledge above the opening. From there, jump up to the supports. Across the supports is secret one.

SECRET AREA



You will need to bound off a few objects to get this high up secret.

LIGHT OR DARK SIDE...

Depending on how you dealt with Rosh, you will have chosen the Light or Dark Side. This will obviously alter the ending, but it has an another effect. If you chose the Light Side, the Jedis sent to Korriban will fight with you against the Dark Jedis. If you chose the Dark Side, ALL the Jedis will fight against you, which is a lot harder!

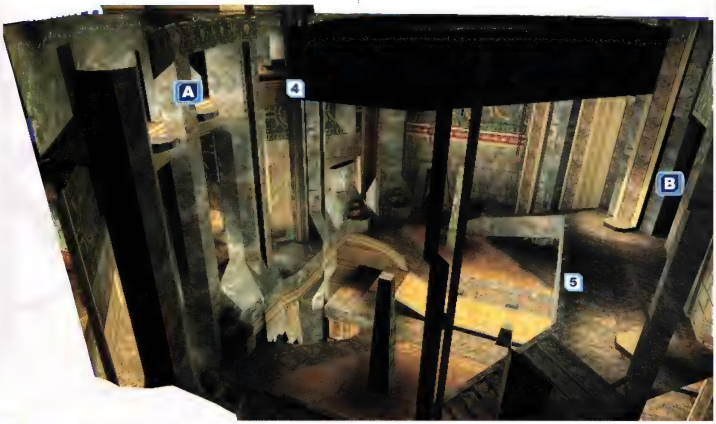
❸ Follow the path to the left, and let your Jedis make short work of the Reborn and Cultists in the room. Now that the enemies have been cleared out, you must find a way to proceed. In the room, you will notice four giant statues with a yellow diamond above their heads. Force Push the statues so that they are firmly against the corner. You will need to do this for three of them. Once they are all pushed into place, a staircase will be revealed.

❹ Go down the staircase and you will notice a different battle taking place. The guys fighting on the bottom won't last long, so get down there quickly to help in the fight. You can make it down by taking the steps located to the left and to the right. Be careful of the Reborn waiting to attack you.

If you play on the light side of the Force, your fellow Jedi will storm the tomb and fight along side of you.

Take the left path and let your friends do the work.

Force Push the statues against the corner.



❺ Once you have destroyed all of the Reborn in that room, go up to the large door surrounded by blocks that you can push in. Use your Force Sense to see invisible markings on the floor and the corresponding symbols on the blocks. Push in the correct three, and the door will open.

CHECKPOINT OBTAINED

❻ Go down the stairs and into the large room. Jedis and Cultists are fighting in there. After the battle has ended, Force Pull the blocks above the archway where you entered the room to get above it. From there, jump up on to the giant object in the middle of the room. Jump across the broken path through an opening, and then follow the stairs down.

Use Force Sense to see the invisible markings on the floor and wall. Use these to unlock the door.

❼ Two Reborn will attack as you travel down the stairs. At the bottom of the stairs, you will end up in a large room where more Jedi battles are taking place. You might notice some cracks in the floor. Jump down into the crack and then go through the tunnel to reach the part of the catacombs. When you emerge from the tunnel, several Cultists and Reborn will attack.

❽ Follow the path to the left of the tunnel, and kill the enemies who attack you. You will have a lot of Jedi help, so make sure to kill the enemies. This way the Jedis don't die, and you have help in the next area. At the end of the corridor, you can either go to the right or to the left.

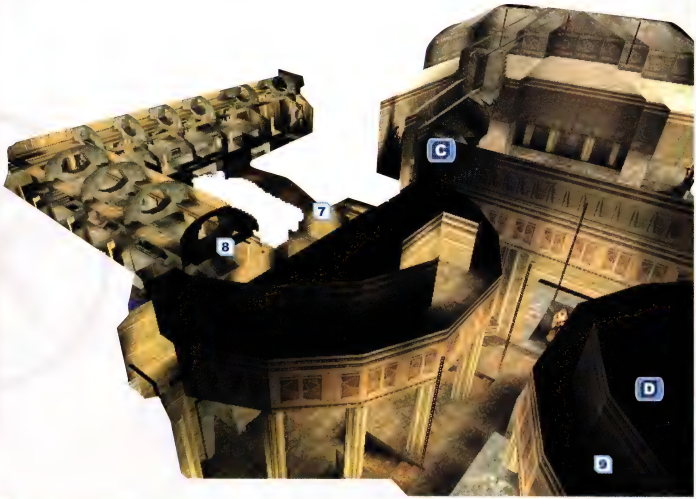
❾ The next room is big, but the exit is located in the back through a crack in the wall. Before you can proceed, you must take out the Cultists and Reborn with the help of your fellow Jedi. Inside the crack is a bunch of supports above a lava pit. Carefully go to the bottom support and into the opening at the bottom.
Jump up on top of the arch over the statues and then jump to the higher ones shown in the screenshot. Walk around the ledge to find a **SECRET AREA**.

SECRET AREA

You'll have to make two high jumps in order to locate this secret.

Jump down the cracks in the floor to continue.

Use the support beams to get to the opening.



Do not worry! You're nearing the end of the level, so it shall soon be the end of the Cultist onslaught.

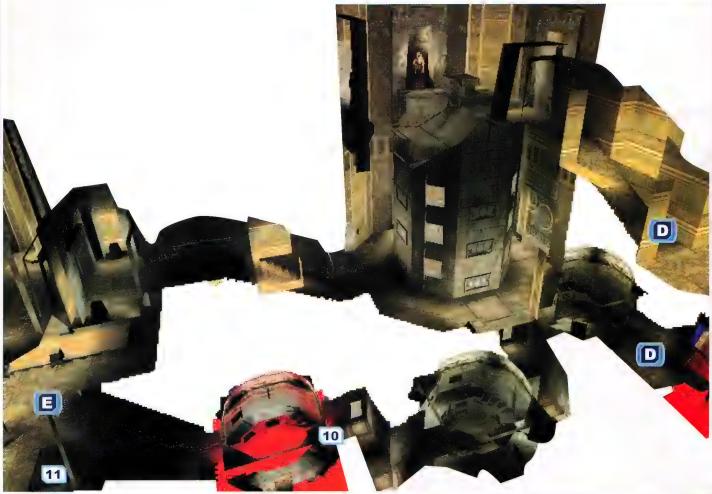
CHECKPOINT OBTAINED!

Instead of going down on the supports, jump up to the higher supports. The **SECRET AREA** is located at the very top support. Be careful when you go back down.

⑩ Once you enter the hole at the bottom, you will go deep underground. In the first chamber, you will be attacked by two Cultists. Defeat them and then continue down into the second chamber which contains two more Cultists. When you reach the third chamber, you will notice the lava covering the floor. Climb up the stairs at the end.

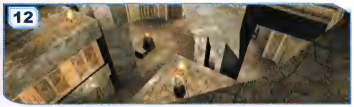
SECRET AREA

Keep your eyes up to find the hidden location of these items.



⓫ After you get to the top, three Reborn are waiting. Defeat them and then go to the end. Two more Reborn will drop from the walls and attack. A third is waiting if you turn around and look to your left. After they're defeated, break the door supports above with your saber.

⓬ After the door is open, get back up to the top area again. Since going back the way you came is out of the question, you need to find another way. Target the chains holding the supports and destroy them with your lightsaber. Jump up on the statue's head, on to the top of the building and then up to the main level again. You will then be attacked by two Reborn. Just go through the newly opened door guarded by a single Reborn Master and the level is finished.



Break the door supports with your saber.

Jump on to the statue's head to head back up.

TOMB OF RAGNOS PART 2 - KORRIBAN

MISSION BRIEFING

Enter the Tomb of Ragnos to confront Tavion.

NUMBER OF SECRETS: 2 **SAVE FILE NAME:** KOR2

NAVIGATE THE ANCIENT RUINS AND ENTER THE TOMB OF RAGNOS

❶ When you exit the catacombs into the valley, help the Jedi fight the Reborn. If you can keep them from dying, they will be of great help for the later parts of the level. Make your way down by following the ramps, and then travel down the big ramp at the bottom to reach the valley. At the bottom of the ramp, go to your left and look for Secret Area near the chasm.

Go to the edge of the chasm, and look over to the left. You will notice a small alcove and rocks leading to it. Just jump down to get to the **SECRET AREA**.

❷ From the rock where you jumped down to the Secret Area, do a running jump across the chasm. Keep moving until you reach a Jedi and a Reborn ready to do battle.

❸ Perform a force push on the pillar. Run forward and then take out the two Cultists. After they are destroyed, move to the edge of the giant hole and look down at the ledges below.

❹ Drop down to the bottom safely, by first dropping to the ledge below and then crawl into the hole to get inside of the ruins. Once you are inside, jump from rock to rock to make it up to the ledge on the upper right.

❺ Go through the small path and back to the outside where you will end up in an elevated position on the other side of the big hole. Jump over to the left to reach the other side. Once you are over there, the final battle will begin. As you run forward toward the final confrontation with Tavion, you will have to fight your way through an entire unit of Stormtroopers and a couple of Reborn.

Make a huge jump over the large chasm—or force push the push the pillar.

Look before into the hole to find the ledges.

Leap from rock to rock in order to make it up to the ledge that resides in the upper right of your path.

Before the spacecraft, you will see broken pillars to the right. Jump from one broken pillar to the next, and get to the elevated area. Jump from that elevated area to another broken pillar higher up, and keep jumping up until you are in the same area with the friendly Jedi with two lightsabers. Run toward him, and drop down to where the **SECRET AREA** is.

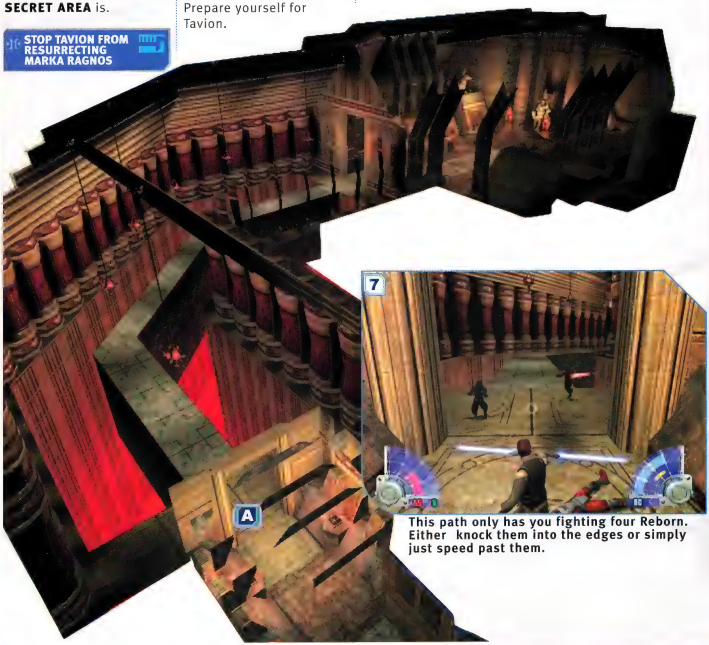
STOP TAVION FROM RESURRECTING MARKA RAGNOS

6 Climb up the giant staircase to enter the tomb of Marka Ragnos.

7 The last part inside the temple is simple. You can spend time fighting four Reborn, or you can activate Force Speed and make a beeline to where Tavion is about to resurrect Marka Ragnos. When you approach the door, it slowly opens. Prepare yourself for Tavion.

You'll fight an entire unit of Stormtroopers and Reborn.

If it wasn't obvious, it's time for the final battle.



This path only has you fighting four Reborn. Either knock them into the edges or simply just speed past them.

BOSS BATTLE

TAVION

The time for the final showdown is at hand. When you fight Tavion, be sure to use Protect all the time, and go after her only while it is active. Most of her attacks won't do damage to your health but to the shield. If you ever are in danger, run from Tavion. In addition to using a lightsaber, Tavion will use the Staff of Ragnos to fire a beam at you. Or, her hand will glow purple, and she will create an earthquake move. Both attacks can be evaded pretty easily by jumping up. Also, if you position yourself well (like on one of the statues) you can avoid her attacks and that leaves her wide open for some retaliation. Once you defeat her, it is only half over.

Simply jump high to avoid her staff attacks. Use Protect often an charge her when she is open.

BOSS BATTLE

TAVION POSSESSED (IF LIGHT)

This is the second form, and the hit-and-run tactic works great. She will say things like, "Don't let me chase you" and "Running is for Cowards," but a win is a win!

You will start out on the other side of the room. Take this time to jump up near the statues and replenish your shields, health or both. When you're ready, run straight at Tavion and activate Force Speed and then Force Rage. With Force Rage, you will be completely invulnerable. When it wears off, run from her and Force Heal, or just replenish your Force Power. Repeat the process of using your dark powers until she is dead.

When she's open, use Force Speed and Force Rage together to hit hard and fast, then run away. Repeat until victorious.

BOSS BATTLE

KYLE KATARN (IF DARK)

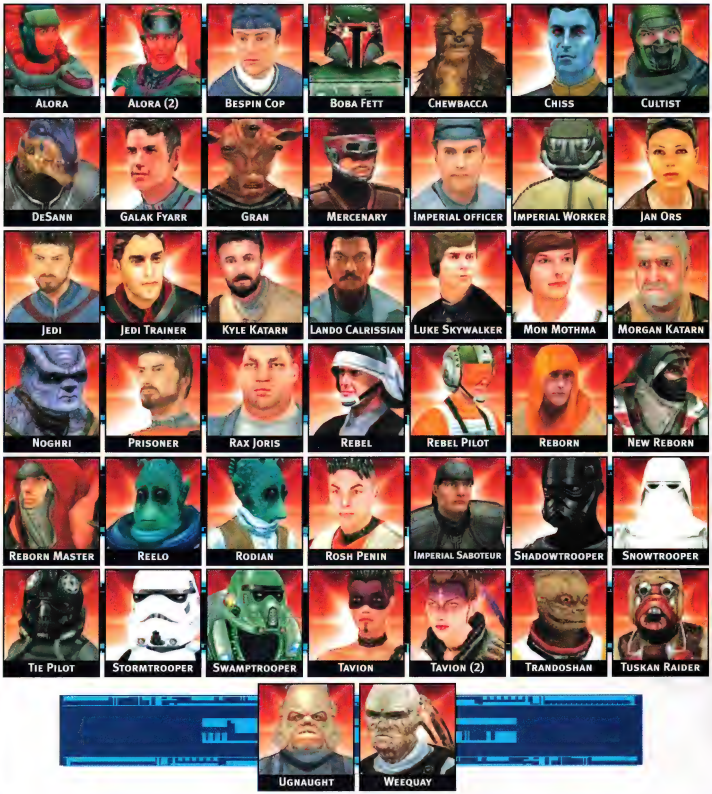
After killing Tavion, Kyle tries to stop you. Kyle is much more difficult than Marka Ragnos. He has all the moves you've seen in previous levels. Plus if he can't hit you with his saber, he will grab, choke and throw you. You definitely want to use the hit and run, but make sure that you watch your Force power.

Use Force Speed to get even with his agility. Do not try to go toe-to-toe with the Jedi Master by crossing sabers with him, or you will die! Protect is also crucial as it will help you take less damage. Heal as often as you can and keep coming back for more. If you are getting crushed by his Force powers you may want to alternate Protect with Absorb. Also, you can use Force Push to stop his grip attacks.

Kyle is very dangerous if he gets in close, particularly with his choke-and-throw move. Use Force Speed often.

CHARACTER SELECTION

For your reference, here is the complete list of all 44 playable character models in multiplayer.



DUEL

Duel pits two combatants in a very small arena to battle with lightsabers. And when we say lightsabers, we mean only lightsabers (except for the DL-44 pistol). This is really the absolute classic lightsaber combat that we've all come to know and love! Duels (or 1v1's, as some players call them) can be the most difficult mode of the game to absolutely master, because this mode tends to draw out the absolute best of players on most online servers.

POWER DUEL

Power Duel re-creates epic lightsaber battles by pitting two players against a stronger opponent in a two-on-one PvP match to the death. The rules are just like a standard Duel, except the player who's by himself gets a slight Force Power and Health advantage. The whole idea is to get the two teammates to work together to take down the stronger player using teamwork. This is an interesting mode, to say the least. It adds yet another spin on the traditional 1v1 duels of the past.

FREE FOR ALL

The classic Free For All, or deathmatch, is best described as every man for himself. Players score points by eliminating other players and no one can be considered an ally. There's usually a time limit of 10-20 minutes per match (set by the server), and whoever gets the most points in that time is the most skilled player in the match. This is the most straightforward type of game mode this game has to offer, and also one of the most entertaining when played with large groups of players.

TEAM FFA

Team Free For All pits two Jedi teams against each other in a battle of supremacy. Each player scores points for eliminating opponents, but the real strategy is when players on the same team work together to eliminate tougher foes. To win a Team FFA match, all players on a team combine their scores for a single team score, and the higher of the two scores wins. Team FFA matches are usually four players per team, and matches are usually 20 minutes long.

CTF

In Capture The Flag, two teams compete to capture the flag of the opposing team and return it to their home base. When the flag is taken, all players on the map are alerted to the event. The flag carrier must then escape from the enemy's territory and return with the flag to their own base to score a "capture." CTF has a large following online, and definitely requires a high level of skill to stay competitive. This is definitely one of the most enjoyable modes to play.

SIEGE

In Siege Mode, all players pick from a class-based system and have a designated role in the match. The objective of Siege is for an attacking team to complete multiple objectives in a designated time limit while the defending team prevents them from doing so. After one match is finished, the teams switch with the new attacking team trying to complete the objectives in less time than the first team did. Two matches make up one game of Siege.

CHOOSING YOUR FORCE POWERS

Selecting your Force Powers is one of the most important aspects of a multiplayer game. How many points are available at the beginning of each match are determined by the Force Level setting. Please remember that a lot of the strategy in selecting your Force Powers depends on the current mode of play and your personal playing style.

JEDI SKILL LEVELS

The server-host can select what Force Power level — and actually, how many points are available for each player — before starting the match. Below is a list of the skill levels, followed by their corresponding number of Force Power points:

-Initiate	5
-Padawan	10
-Jedi	20
-Jedi Adept	30
-Jedi Guardian	50
-Jedi Knight	75
-Jedi Master	100

As you can see, playing with the server set at Initiate won't give you many points to play with when selecting your powers. Play at the Jedi Master level, however, and you can max a lot of skills! Playing at the Jedi or Jedi Adept level seems to offer a good mix of tactics and Force Powers for most players.

CUSTOMIZING YOUR POINTS

There are 101 points available in the Neutral Force Power tree, and 65 points available in both the Dark and Light Force Power trees. The most possible points a server can be set to is 100 (at the Jedi Master level). As you can see, you'll need to be extremely selective when choosing your powers.

Duel: If the map has no pits to fall into, you shouldn't waste points on Force Push. Stick to the solid dueling skills, and maximize your lightsaber passives.

FFA: Focus on individual powers like Protect, Rage, Absorb and Drain. Remember that guns usually beat Sabers, so it's better to reappropriate points if you don't plan on using your Saber.

Team FFA: Just like regular FFA, except save a few points for either Team Energize, or Team Heal.

CTF: Maximize Team Heal or Team Energize, and also Force Speed. Force Jump should be maximized.

EXPLAINING THE CHART BELOW

The numbered bubbles in the chart below represent the point cost of each respective skill. Remember that anyone can choose Force Powers from the Neutral Skill Tree, but the Light and Dark trees are entirely separate from one another. So, for example, you can't pick Force Rage and Force Protect.

MULTIPLAYER FORCE POWER COSTS (IN PTS)

Neutral Powers (101 pts)	LV 1	LV 2	LV 3
Force Jump:	0	2	5
Force Push:	1	3	5
Force Pull:	1	3	5
Force Speed:	2	4	8
Force Sight:	2	5	8
Saber Attack:	1	5	8
Saber Defense:	1	5	8
Saber Throw:	4	6	8

Light Powers (65 pts)	LV 1	LV 2	LV 3
Force Absorb:	1	3	6
Force Heal:	2	4	6
Force Protect:	2	5	8
Mind Trick:	4	5	8
Team Heal:	1	3	6

Dark Powers (65 pts)	LV 1	LV 2	LV 3
Force Drain:	2	4	6
Force Grip:	1	3	5
Force Lightning:	0	3	6
Force Rage:	4	5	8
Team Energize:	1	3	6

MULTIPLAYER LIGHTSABER COMBAT

Although all three lightsaber types are effective in multiplayer, each has its own strengths and weaknesses. This helpful chart is only meant as a supplement to our main lightsaber section, and hopefully it will give you a quick overview of each saber type. Choose the type which best fits your personal playing style!

SINGLE LIGHTSABER

COMMENTARY

The classic, tried and true weapon of a Jedi Knight. With the single saber, your overall power is well-balanced, and you have all three styles—Fast, Medium and Strong—available at a moment's notice.

STRENGTHS

+ The only type of saber that can switch between all three styles (Fast, Medium & Strong)
+ The ONLY type of saber that has access to the Strong style, which is absolutely killer for breaking down defenses
+ Can use Saber Throw effectively
+ A selection of THREE attack katas

WEAKNESSES

– Of all three types, the single saber has the lowest amount of coverage
– You need to be of a much higher skill level to be able to handle someone with either of the other two saber types

DUAL LIGHTSABERS

COMMENTARY

Dual lightsabers are the fastest attacking type of all three available sabers. Because of the overwhelming speed and number of attacks being executed, the individual blows are only marginal in strength.

STRENGTHS

+ You have the ability to throw one saber and continue to fight with the other one
+ Awesome for "mashing" ability, or the overall ability to overwhelm opponents with attacks from all angles
+ Can pick two colors—style points

WEAKNESSES

– Only has one style (Medium)
– Sometimes combos don't flow as well as other styles
– The special attack kata is limited in use, leaves you wide open
– Has no "wallop" moves, everything is brief and snappy

LIGHTSABER STAFF

COMMENTARY

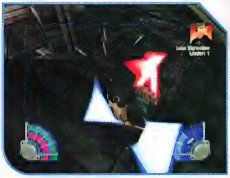
The lightsaber staff is limited in that it only has one style (Medium). What it lacks in styles it more than makes up for with its excellent coverage and spectacular special moves.

STRENGTHS

+ Very effective short chain combos
+ Of all the styles, the lightsaber staff kata is by far the best
+ Perfect flow from move to move
+ Can switch to a standard single blade by pressing the ignition switch (with very limited moves)

WEAKNESSES

– Only has one style (Medium)
– Even the fastest attack is still only medium speed
– Cannot use Saber Throw while both blades are extended



GENERAL STRATEGY

• If you're looking for a straight up dueling map with no frills, Bespin Courtyard is for you. There are no worries about being pushed off any high ledges for falling damage, and no endless voids to fall in by accident. This is hardcore PvP lightsaber combat at its best.

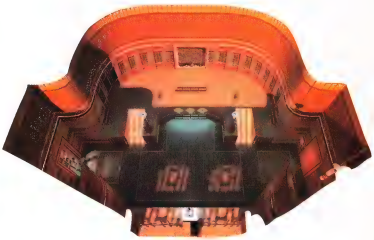
• Adhering to our own tips in the Multiplayer Combat Strategies section, we feel it's important not to waste points on powers that don't lend themselves well to small confined areas. Instead, maximize your Saber Attack and Saber Defense. Depending on what setting the server is on, we found it best to stay focused on Force Protect and Force Absorb as a Light Jedi, or Force Rage and Force Lightning as a Dark Jedi.

• Unfortunately even with Force Jump Level 3, it's impossible to reach the high ledges.

MAP DATA

Available Modes:	Duel, Power Duel
Available Weapons:	N/A
Available Items:	N/A

-BESPIN COURTYARD-



GENERAL STRATEGY

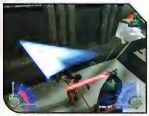
• Most of you will remember this area from the climactic battle sequence from *Star Wars Episode I: The Phantom Menace*. Unfortunately, unlike the movie, the force fields do not alternate off and on, but rather stay as they are in the map picture above. This makes the strategy a little easier because you really only need to worry about the main circular room.

• The safest place to duel is around the upper ledge, with your back toward the outer rail if possible. Getting your opponent to follow you up there can be tricky, however.

• As with any other map with a void, one of the easiest ways to score points is to knock — or even easier, Force Push — your enemies into the shaft. Most players are ready for this, and spend the necessary points on Force Push to counteract these results.

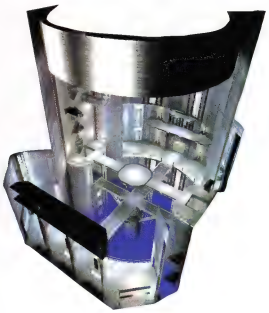
MAP DATA

Available Modes:	Duel, Power Duel
Available Weapons:	N/A
Available Items:	N/A



-GENERATOR ROOM-

-IMPERIAL SHAFT-



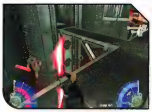
GENERAL STRATEGY

• You're going to either love this level because it's so different, or you'll hate it because of how easy it is to fall into the endless void. That series of thin walkways you see in the map above is all you really have to stand on. Balance and a keen sense of awareness during furious lightsaber combat are crucial elements to dominating on this map.

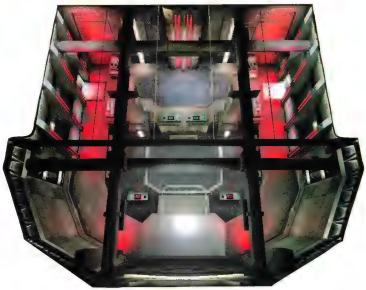
• One of the better things you can do to practice here is to run around, backward, forward and jump from deck to deck using as many different types of acrobatics as you can. Once you feel at ease with the extremely thin walkways and decks, throw on a few bots to get some combat experience. Only after you can whoop up on Jedi Master bots should you even consider trying to duel another human.

MAP DATA

Available Modes:	Duel, Power Duel
Available Weapons:	N/A
Available Items:	N/A



-IMPERIAL CONTROL ROOM-



GENERAL STRATEGY

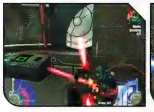
• Similar to Bespin Courtyard in many respects, this is a very straightforward dueling map. No pits, no high ledges, just pure combat.

• After you max out Saber Defend and Saber Attack, if you're playing a Light Jedi, focus your points on Force Protect and Force Heal. Pour the rest of your points into Force Absorb. If you're playing a Dark Jedi, Force Rage and Force Drain both work well on this map. There's nowhere to hide and very few places to seek shelter from swinging sabers.

• If you need to turtle — that is, fall back and heal — use the two pylons as a barrier between you and your opponent while you cast Force Heal. A good Dark Jedi won't let you do this by casting Rage and using his speed advantage to overwhelm you with flurry attacks.

MAP DATA

Available Modes:	Duel, Power Duel
Available Weapons:	N/A
Available Items:	N/A



GENERAL STRATEGY

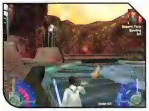
• Taspir Landing is the perfect mix of a large dueling platform and a series of small thin walkways. This forces the player to be set up for both hardcore saber combat along with some useful Force Powers as well. It has several small groups of crates that you can use as barriers if you need to take some time to use Force Heal.

• We recommend level 3 Force Jump for the "safety net" effect when flipping around from area to area. Having that extra leap height just makes it easier if you have to "Get out of Dodge" in a hurry.

• As with the other maps that have voids, a huge part of the strategy in dueling is trying to get your opponent to forget where he's standing. If you can trip him up and knock him off the edge, you've earned yourself a quick point.

MAP DATA

Available Modes:	Duel, Power Duel
Available Weapons:	N/A
Available Items:	N/A



GENERAL STRATEGY

• This is by FAR the largest dueling map in the game, and sometimes, it can be a bit too large. The overall strategy here favors players who like to stay back and heal.

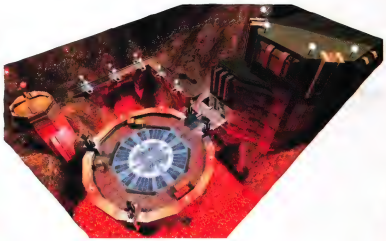
• As a Dark Jedi, there are several strategies on the table. First, you can get Level 3 Force Lightning and simply pick away at your opponent until he runs out of healing power. The sheer size of this map makes it perfect for a Dark Jedi to just sit back and cook away HPs from his enemies. A second strategy, and one that is much more straightforward, is to take out your opponent in one fatal Force Rage attempt. Just make sure he doesn't get away, or you will be wide open for a counterattack.

• Luckily, there are no pits or voids to worry about on this stage. This lets you concentrate your Force Powers on the saber-enhancing abilities or the passive powers.

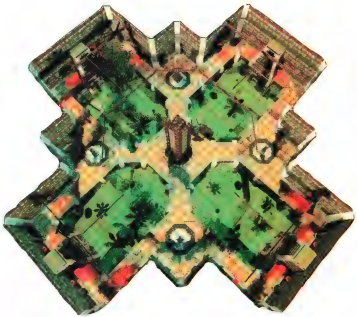
MAP DATA

Available Modes:	Duel, Power Duel
Available Weapons:	N/A
Available Items:	N/A

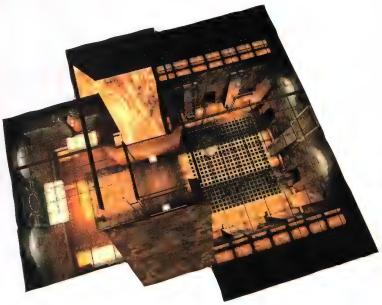
-TASPIR LANDING-



-YAVIN TRAINING AREA-



-RANCOR PIT-



GENERAL STRATEGY

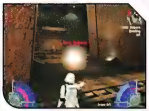
• If Taspir Landing is the all-around best dueling map for its mixture of terrain and level design, then the Rancor Pit is a close second for its nice expansive layout.

• You'll need at least Force Jump Level 2 to access to the three ledges near the statues. Just remember that if you start fighting up there, expect at least 10-20 falling damage if you fall off. Whatever you do, don't go up against a Light Jedi who can jump up there if you cannot. He'll attack you, then retreat to the ledge, heal and enter back into the fight. You're pretty much doomed.

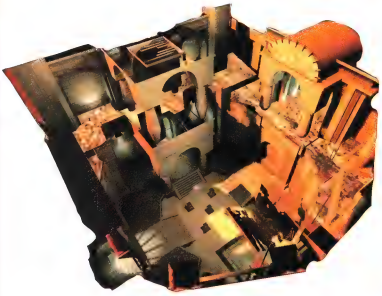
• During Power Duels, you and your teammate should work your opponent into a wall or corner. Although it sounds easy, pulling it off against a good dueler is tough. Keep him busy with the occasional Saber Throw or Force Lightning if you have those abilities.

MAP DATA

Available Modes:	Duel, Power Duel
Available Weapons:	N/A
Available Items:	N/A



-ABANDONED CITY-



GENERAL STRATEGY

• Although it looks like there's a lot to interact with, the reality is that this level is very simple. All of the upper ledges are too high to jump to with even Force Jump Level 3, so don't worry about those. The only tricky area is the very middle of the map, which is actually a series of small pylons. These are great for pushing your opponents into, and for getting them mixed up when walking backward.

• For the most part the strategy here is pretty basic. If you're a Dark Jedi, focus spending points on the skills that will let you inflict lots of damage quickly. Things like Rage, Lightning and Drain all work well here. If you're a Light Jedi, your focus should be on Absorb and Protect to try and counter the Dark Jedi's use of his deadly powers.

MAP DATA

Available Modes:	Duel, Power Duel
Available Weapons:	N/A
Available Items:	N/A

GENERAL STRATEGY

• We nicknamed this level the "Giant Void of Death" because it is one massive hole with a few very small ledges scattered to one side of it. Call it what you will, it won't change the fact that you'll need to pay close attention to your Force Power selection on this map. We recommend maximizing both Force Push and Force Pull to keep your opponents guessing as to what you'll use next.

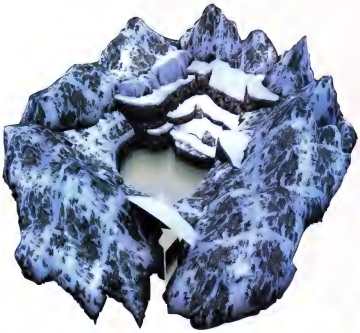
• Usually, most duels end up staying away from the void and instead, end up back toward the ledge area. This is fine and actually preferable for most players.

• Dark Jedis should stay relentless with their Force Lightning attacks, and Light Jedis should be prepared with at least Force Absorb Level 2.

MAP DATA

Available Modes:	Duel, Power Duel
Available Weapons:	N/A
Available Items:	N/A

-HOTH CANYON-



GENERAL STRATEGY

• Vjun Fuel Processing is another very small duel map but fortunately, with no voids to worry about. The large pillar in the middle of the stage works well as a barrier when trying to escape Force Lightning attacks or Saber Throws. Other than that, there's nothing too special about this stage so you can focus on what you do best.

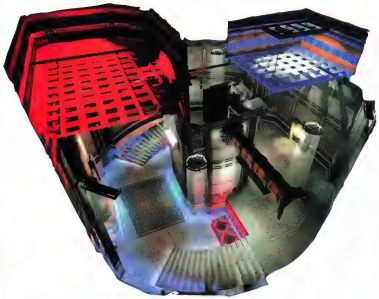
• If you have Force Jump Level 3, you can jump on to the control mechanism on the fuel pump itself. From there, you can't really do much but Heal or throw your Saber. Still, it's fun to do.

• Putting points into Saber Throw is always risky. Would you be better off spending those on Protect, Drain or Heal? Probably. But the few key hits you can get in with a well executed Saber Throw could easily win you the match.

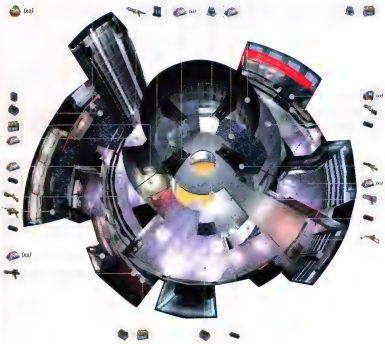
MAP DATA

Available Modes:	Duel, Power Duel
Available Weapons:	N/A
Available Items:	N/A

-VJUN FUEL PROCESSING-



VJUN SENTINEL



GENERAL STRATEGY

• Level Overview

One of the great all-around FFA levels, VJun Sentinel is perfect for four to six players. All eight main weapons are on this level, and two types of explosives as well. There's only one Large Shield, but many, many Small Shields scattered around the level.

• Lightsaber Combat

Engaging melee on this map should be saved until the other player initiates it. So in other words, use your guns until you're either out of ammo, or you see an opportunity to surprise attack someone with some melee damage.

• Key Items Up Top

Arguably, the two best items — the Stouker Concussion Rifle and the Large Shield — are both on the top level of the map. This is actually quite nice, because it's kind of hard to get up there during heated FFAs with four to six players in the arena. The Large Shield re-spawns every 20 seconds, just in case you ever need to time them.

• Falling Damage

Falling from the top level can inflict quite a bit of falling damage. To minimize this risk, get the items you need from up top and quickly return to one of the lower decks.

• Team FFA Strategies

In a Team FFA, try to hold the top area. Although most players would call this "camping," in a Team FFA game this is called "control." Controlling the Stouker Concussion Rifle and Large Shield can be a great way to dominate this map with ease. Now, if you're going up against opponents who are doing just that, you're going to have trouble getting them off. Most likely they're timing the shields, and they'll only really need to go down for Power Cells every so often.

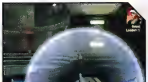
MAP DATA

Available Modes: Free For All, Team Free For All

Available Weapons:

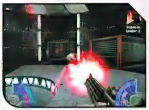
Available Items:

Make sure to fire rockets into lightsaber duels when you see them.



Get ahold of the Concussion Rifle (on the top floor), and you'll rack up points quickly.

This shaft makes for some easy points, if you catch an opponent off guard.



The secondary mode on the E11 Blaster Rifle works well to fluster other players.

KORRIBAN TOMBS

GENERAL STRATEGY

• Level Overview

A fantastic mixture of dark, thin hallways and bright, wide open arenas, Korriban Tombs is one of the most well-rounded FFA maps. There's a nice selection of weapons here, including everything except the Detonation Packs and the Stouker Concussion Rifle.

• Power Weapons

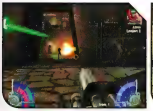
As with most stages, the Merr-Sonn Missile Launcher is an absolute devastator in larger FFA games. Whenever there's a group of two or more players engaged in melee combat, one well-placed rocket by a crafty Merr-Sonn user should be more than able to kill both players and grab two quick points. Some player would say that it's dishonorable to fire upon two Jedi engaged in a duel, but then again, this is just a game and most people are out to win. If you ever feel dishonorable about firing at a group of Jedi, remember that Han shot first...

• Fun With Trip Mines

Trip Mines aren't as cheap as most players make them out to be. If you find some that are causing problems, you can always shoot the mines with a quick blaster shot to destroy them. Get crafty with your placement to be successful. Try placing a few on top of weapon re-spawn points or around tight corners.

• Get Packs!

Take special note of the various Blaster Pack, Power Cell and Rocket Pack locations on our map to the right. Since you can no longer camp weapon spawn points to get ammo, you'll need to locate the ammo pack locations for the specific gun you're using. Check our weapons section for a complete description of every weapon and what type of ammo packs each uses.



Use the secondary attack on the Flechette Rifle to bounce some explosives into groups.

Don't forget about the nice splash damage radius on the Heavy Repeater.

This long tunnel makes for a great place to sit back and snipe with the Tenloss.

If you get rushed by a player wielding a saber, switch off your gun quickly.

MAP DATA

Available Modes: Free For All, Team Free For All

Available Weapons:

Available Items:

TATOOINE CITY

GENERAL STRATEGY

• *Level Overview*

Tatooine City is a solid map that plays well. There's a good selection of wide open rooms to fight with ranged weapons, along with a few tight corridors that make perfect battlegrounds for lightsabers.

•*Large Shield Generators*

There are two Large Shields on this map, and both of them are near the X-Wing. If you're ever running low on shield power, stop by and get a quick powerup.

• *Defense Against Snipers*

Although the map isn't completely wide open, there are a few rooms that work perfect as sniper's outposts. As such, expect a good portion of your deaths to be from the Tenloss. To defend against these snipers, pay attention to what's going on in the various towers around the map. If you see someone standing still up in a corner, by all means, don't let them sit there. Get some Thermal Detonators flying their way, at the very least. Entering a tight hallway or at least underneath some cover will prevent them from zapping you with an instant death.

• *Using Explosives*

All three types of explosives are available on this map. It's wise to make good use of them when you get the chance. Try planting Trip Mines near weapon re-spawn points or around tight corners for best results. Thermal Detonators work wonderfully in secondary mode, exploding instantly on impact. The Detonation Packs are the trickiest to use against other humans. The main reason for this is because once they're set, they have a set amount of time before they explode automatically. See our weapons section for a more detailed description on the explosives and how to use them to their fullest.

MAP DATA

Available Modes: Free For All, Team Free For All

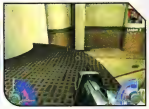
Available Weapons:

Available Items:

The secondary mode on the Heavy Repeater has incredible splash damage.

This little ledge is perfect for lobbing guided missiles at players in the main room.

These tight hallways are perfect places to ambush other players.



This Large Shield is one of the few "key" items on the map. Make sure to circle back for it.

RIFT SANCTUARY

GENERAL STRATEGY

• *Level Overview*

This level is essentially one large void with a bunch of little walkways connecting together to form a series of islands. Be prepared to see a fair share of players with negative point totals. Watch out for the "Force Pushers" who wait for people to get near an edge, and then push them in.

• *Force Power Selection*

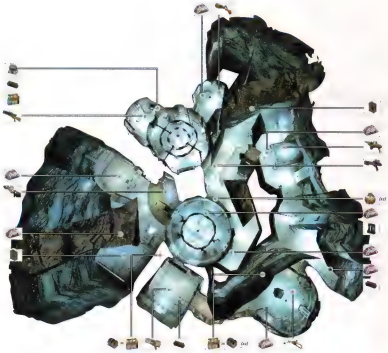
If you're playing this level in FFA mode, make sure to max out Force Jump and either Force Push or Force Pull. Which one you like better is up to you. We found ourselves not using lightsabers much on this stage, perhaps because the weapons and packs are abundant, and the level is quite sprawling.

• *Experimenting With Force Pull*

With Force Pull set to Level 3, there are some neat things you can do any map, but this map in particular seems to offer quite a few tactics to keep you busy. If you're ever in the room with the Wookiee Bowcaster, for example, try using Force Pull to get another player to fall into the small pit in the center of the room. Sometimes it works well, and sometimes other players see it coming a mile away. Another thing that works pretty well is that you can Force Pull objects and weapons if you don't feel like walking over to grab them. Although this is a waste of Force Power, it's useful if the item is up and out of the way or across a large chasm like many of the items are on this map.

• *Locating The Large Shield Booster*

There's only one Large Shield on this map, so expect the center room where it's located to be quite busy. If you're running low on shield power, head there and fight for it.



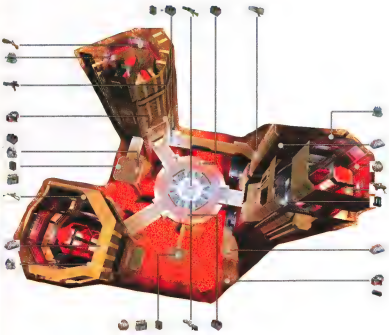
A well-placed rocket between two dueling players can finish them both off.

If you run low on ammo, don't be afraid to mix it up with your lightsaber.

Force Jump your way up to this little outcropping. It's a good sniping point.

Again, the Golan works very well when used around corners in secondary mode.

TASPIR



GENERAL STRATEGY

• Level Overview

Taspir is an interesting hybrid. It does an incredible job mixing three towers of multiple levels and extremely close-quartered battle with one giant platform right in the middle. As you can imagine, the towers are an absolute sniper's dream come true ... expect a lot of Tenloss action on this map.

• Locating Shield Boosters

Shields are the absolute key for surviving in multiplayer. Serving as a secondary health bar, shields absorb incoming blaster fire, splash damage from rockets and even melee combat. The only thing it really won't help you with is falling damage. There are very few shields (both small or large) on this map, so take special note of our icon placement, if you're out looking for them.

• Again, The Merr-Sonn

You'll find the Merr-Sonn tucked out of the way on the very bottom of the map underneath the main platform. Although you can Force Jump your way down there to grab it, the only way back up is to take the steel lift on the adjacent walkway. Just be prepare for Trip Mines to be placed alongside the shaft as you ascend. So is it worth going all the way down there to get it, you ask? More than any other level perhaps, the Merr-Sonn's secondary ability really wreaks havoc on this map. During large FFA games, lob a few tracking missiles into groups of two or three people and watch your score go to new heights.

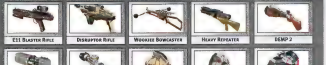
• Planting Trip Mines

No other FFA map offers trickier places for mines then this one. You've can put them in elevator shafts, on the sides of the steel lifts, behind doors and of course under item re-spawn points. These are all perfect places for the occasional Trip Mine.

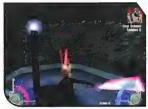
MAP DATA

Available Modes: Free For All, Team Free For All

Available Weapons:

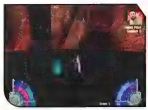


Available Items:



Make sure to combo your lightsaber attacks with Force Push and Force Pull.

Because of the narrow walkways, the Golan isn't as effective out in the open.



The Merr-Sonn is hidden on the very bottom of the map, below the main platform.

Although primarily a ranged weapon, the Merr-Sonn works well at close range as well.

IMPERIAL DROP ZONE

GENERAL STRATEGY

• Level Overview

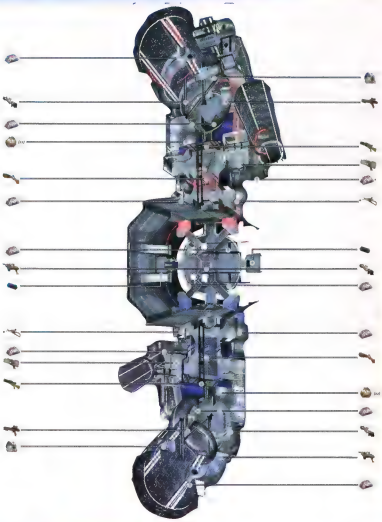
As with all CTF maps, Imperial Drop Zone has a perfectly symmetrical setup for both teams. Equal quantities of health, weapons and ammo are on each side of the map. You'll notice there are not many Shields to be found. The few that *are* available in the center of the map will be very busy areas.

• On Offense

Attackers should try to get into the opposing team's base by using ranged weapons, of course. Effective splash weapons, like the Merr-Sonn or the secondary mode on the Imperial Heavy Repeater, ***will not*** hurt your own teammates (if friendly fire is disabled). If you need to lay down cover fire and a teammate is in the way, go for it. You won't hurt him.

• On Defense

The best defense is to have your two best snipers stay back and cover the base with the Tenloss Disruptor Rifle. The best part is that it's located conveniently close to both teams' flags. All players can pick them up quickly. If you happen to spawn near the middle, you'll find one in the very center of the map. If you get rushed by a large wave of offense, make sure to switch to a medium-range weapon, like the Merr-Sonn or an E11, to keep them at bay. And, by all means, protect the flag at all costs ... even if it means giving your life!



To prevent any imbalance, items and weapons are the same on both sides.

Always keep a few players on defense. Guarding the flag is key.

There's only one Merr-Sonn, and it's in the very center of the map.

Make sure to cover your flag carrier as they run back to the base.

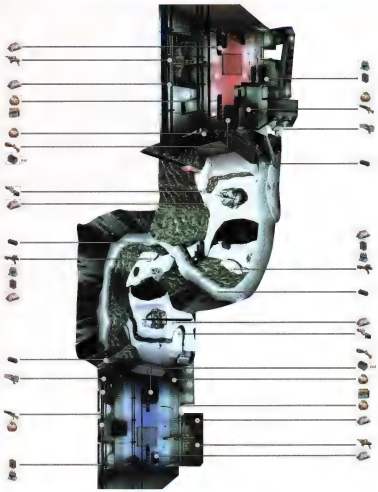
MAP DATA

Available Modes: Capture The Flag

Available Weapons:

Available Items:

HOTH WASTELAND



MAP DATA

Available Modes: Capture The Flag

Available Weapons:

Available Items:

GENERAL STRATEGY

• Level Overview

Hoth Wasteland is a superb all-around CTF map with almost perfect gameplay balance. The items are placed well, and the packs are spread out to keep people from hoarding the power weapons. Expect a good fight for control on this map.

• On Offense

Always attack in groups and from different points to the opposing team's base. A good example is to have one player take the side route (up past the Heavy Repeater), one player take the bottom route (through the underground elevators) and one player through the main door. The key to pulling this sort of thing off is in the communication. If you can send brief messages to your teammates as you get into position, you'll be more effective in actually storming the flag and getting someone out alive. Remember to have your flag carrier use Force Speed Level 3 as he makes his escape.

• On Defense

The mounted cannons are a unique feature to Hoth Wasteland. We found them awkward to manage, not to mention that they're easily destroyed. As such, you're much better off playing this defensive position with a Tenloss or a Heavy Repeater. Just make sure to grab packs as often as you can.

These mounted cannons can be temporarily destroyed by attacking them.

Make sure to keep at least two players on defense at all times.

If the other team does get your flag, use Force Speed to catch up to them.

When rushing for the flag capture, use Force Speed to get in and get out quickly.

YAVIN HILLTOPS

GENERAL STRATEGY

• Level Overview

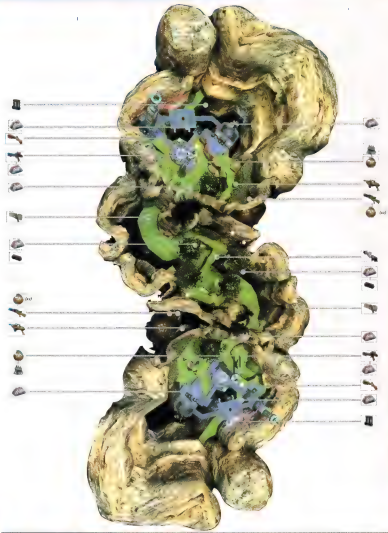
If you like traditional CTF, this map is about as close to perfect as you can get. The large, wide open areas make ranged combat the absolute key to victory. Although sniping with the Tenloss is prevalent, it's not overwhelming. This is the best CTF map in the game, hands down.

• On Offense

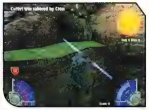
Attack in squads, two-by-two formation. Okay, well that's if you have enough players to actually do that. If not, just rush the base and let loose with your crazy weapons and Force powers. It's really not that hard to ***get*** the flag, it's just really hard to get out of there alive. Force Speed Level 3 is a requirement and Force Jump Level 3 also helps tremendously. Don't overlook the E11 as a great assault weapon. The amount of lasers coming from the barrels of two or three guys shooting in secondary mode is enough to finish off most players.

• On Defense

With a base this large, you'll need a minimum of two players on defense at all times. The Tenloss and Heavy Repeater aren't far, so weapons shouldn't be a problem. Because the base has such a long entryway, you'll have plenty of time to pick off players trying to work their way up to the flag. Just make sure to keep the communication lines open with your teammates, so they'll know when things get out of control.

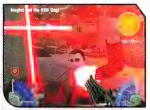


A solid defensive tactic is to have your best player(s) stay back with the Tenloss.



Both teams have a single Large Shield Booster located behind their flag.

The secondary mode on the E11 works well at panicking enemies.



During a rush, make sure to switch to your lightsaber for close-quarters battle.

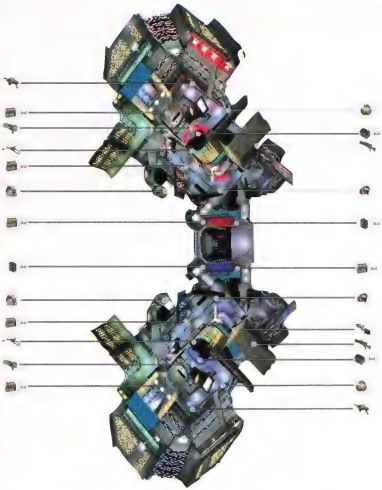
MAP DATA

Available Modes: Capture The Flag

Available Weapons:

Available Items:

CORUSCANT STREETS



GENERAL STRATEGY

• Level Overview

A sprawling level with tiers of intricate walkways and ledges, Coruscant Streets makes for some very interesting CTF matches. Be prepared for a fair share of Force Push action when you're running on the walkways. If you have the chance, seek lower ground.

• On Offense

Dark Jedis make excellent offensive players on this map, and Light Jedis make perfect defenders. As a Dark Jedi, though, you'll want to get in quickly (with Force Speed Level 3) and use Force Rage when you're actually within range of the flag. Snag it, and use your speed boost and solid attack percentage increases to defend yourself as you exit the area.

• On Defense

One important note is that there are no Large Shields on this map, so it's difficult to "tank" yourself up on defense. As an alternative, it helps to have skills like Force Protect Level 3 and Force Heal Level 3. If you start taking damage from a coordinated attack from multiple enemies, don't forget to heal. Save your Force Power for this very purpose. It could very well give you the edge in taking out the attackers before they escape with the flag. Don't forget to put some Trip Mines near the flag if you have time.

MAP DATA

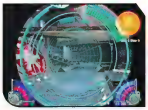
Available Modes: Capture The Flag

Available Weapons:

Available Items:

The Golan Arms Flechette does well in breaking up small attack squads.

Try to synchronize your attacks on the opponents' flag with your teammates.



The secondary mode on the Tenloss is a great scouting tool in this wide open map.

This Force Boon is located in the very center of the map.

FACTORY

GENERAL STRATEGY

• *Level Overview*

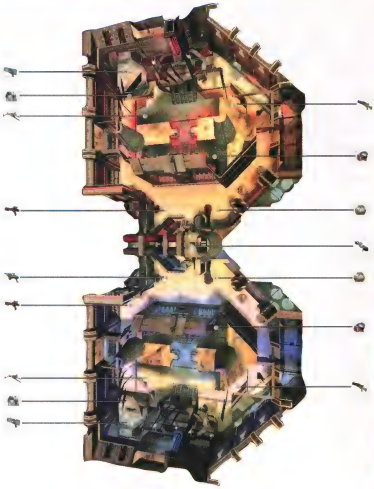
A somewhat enclosed CTF map, the Factory is definitely different. There are no MedPacks, no Shield Boosters and absolutely no ammo packs to pick up. There's a good selection of weapons, but once you use up the ammo, it's time to switch to your trusty lightsaber.

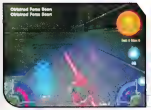
• *On Offense*

Attack the opposing team's base in squads with solid lightsaber backup. Don't be afraid to have players use Force Grip or Force Push while the others trap people against walls and let loose with their katas. If you can get to the flag quickly, you shouldn't have as much trouble getting out. Just be aware that most players will use Force Sight on this level. They can see you — and your grand attack scheme — right through the walls.

• *On Defense*

Most players use a highly modified defensive strategy on this map. Because there are no ammo packs, Medpacks or Shield Boosters, lightsaber combat is pretty much all you can count on. Make sure to max out your passive saber powers, and put one on Saber Throw just in case. Everyone playing defense should have Force Sight Level 3 and also Force Protect Level 3. Use Force Sight to scan the walls for incoming attacks, and adjust your lightsaber stances accordingly.





This Force Boon is located in the very center of the map, next to the Merr-Sonn.

Try to drop down from above when attacking the flag on this stage.

Direct hits with the Merr-Sonn do well in keeping players off your back.

A solid defense will swarm the flag carrier, taking care of him quickly.

MAP DATA

Available Modes: Capture The Flag

Available Weapons:

E11 Blaster Rifle

Disruptor Rifle

Wookiee Bowcaster

Heavy Repeater

Golan Arms Flechette

M5 Missile System

Thermal Detonator

Detonation Pack

Tripmine

Available Items:

SIEGE MODE

SIEGE MODE OVERVIEW

The objective of Siege is for an attacking team to complete multiple objectives in a designated time limit while the defending team prevents them from doing so. After one match is finished, the teams switch roles with the new attacking team trying to complete the objectives in less time than the first team did. Two matches make up one game of Siege.

MAP SETUP

Siege maps are set up so that the defending team has a stronghold to defend against an attacking team. There are multiple objectives on each map with each objective getting successively more difficult to complete.

PLAYER CLASS SYSTEM

Siege incorporates specific teams and a player class system. Default teams are set on a per map basis. Thus, if the map is Hoth, the teams will be Rebels and Imperials (as opposed to Mercenaries and Jedi). Upon entering a Siege game, you will be required to pick a class. The classes that are available are will depend on the team you have joined.

ALL TEAMS HAVE SIX DIFFERENT CLASS CATEGORIES AS FOLLOWS

Assault: This sub-group is an all-around offensive/defensive class. Characters that fall into this category are well armed with either weapons or force powers and will make formidable opponents in combat.

Heavy Weapons: The heavy weapons class specializes in high and concentrated damage output. They're armed with the most destructive weapons and Force powers, like the Merr-Sonn MS and the Stouker Concussion Rifle.

Demolitions: Demolitions classes specialize in the utilization of grenade-type weapons. These include Trip Mines, Thermal Detonators and Det Packs. Their main focus lies in wreaking havoc on destructible objectives, and are valuable on any map.

Scout: This is a class which specializes in sniping and espionage. The Jedi version of a scout utilizes Mind Trick and Force Speed to confuse enemies and achieve objectives.

Tech: Tech classes have many different abilities. Most can give ammo; some can heal other players, while some versions of the class can even bypass locks allowing for easy entry into a side-door on a map.

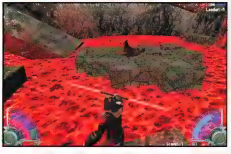
Jedi: As you'd expect, the Jedi classes are warriors who do not utilize conventional weapons to do battle, but instead choose to use Force Powers and a lightsaber to engage opponents.

¥ SIEGE MODE SCORING SYSTEM

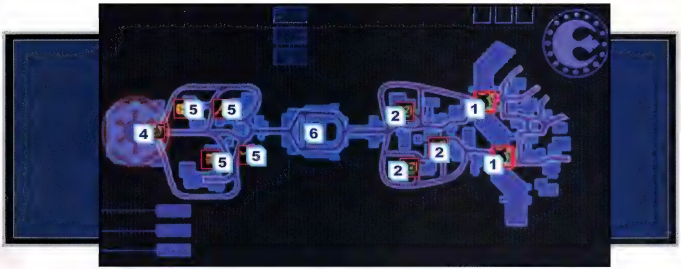
—Killing an enemy: +1 point
—Killing yourself or team member: -1 point
—Completing an objective: +20 points
—(Note: When the round is won, everyone on the winning team receives 10 points.)

¥ GAME END

—Via capturing all objectives within set time limit (Attacking Team)
—Via holding at least one objective within set time limit (Defending Team)



DESERT RESCUE



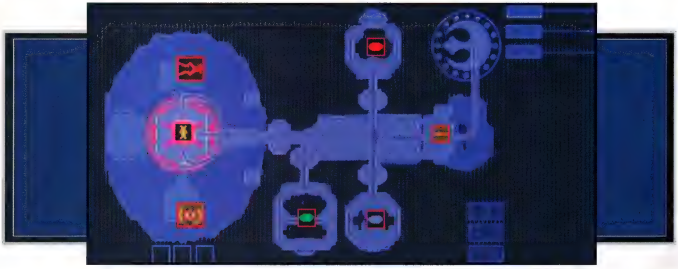
REBELS

❶ There are two weakened areas in the wall; destroy either area to advance your troops.
❷ The arena doors are protected by the city's security system. Destroy three control panels in each of the stations to gain entrance.
❸ Destroy the arena gate to get in the city!
❹ The airbase doors are protected by a shield. Gain access to the control tower and activate the panel to disable it.
❺ A protocol droid was dismantled for spare parts after its capture. Find all four missing pieces and bring them back to the Millennium Falcon!

MERCS

❶ Defend the weakened wall sections so the Rebels cannot get through!
❷ There are three communications and security panels in three different stations. Don't let the Rebels destroy them!
❸ The only way for the Rebels to reach the starpad is through the arena gate; don't let them destroy it!
❹ There are two doors protected by a shield. Defend the shield control panel in the tower so the Rebels cannot enter!
❺ The Rebels are trying to retrieve a stolen protocol droid. Defend the missing pieces and don't let them return the parts to the Falcon!

KORRIBAN VALLEY



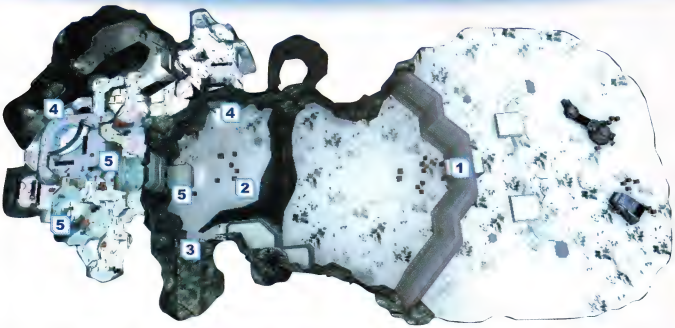
LIGHT JEDI

1. Destroy the entrance to the Temple.
2. Capture the red crystal and place it on the red pedestal.
3. Capture the green crystal and place it on the green pedestal
4. Capture the blue crystal and place it on the blue pedestal
5. Bring the Scepter of Ragnos to the altar near his statue!
6. Destroy the sarcophagus of Ragnos so the Dark Jedi cannot resurrect him!

DARK JEDI

1. The only way through the temples is through the main gate. Do not let the Light Jedi through!
2. Stop the Light Jedi from placing the red crystal on its pedestal!
3. Stop the Light Jedi from placing the green crystal on its pedestal!
4. Stop the Light Jedi from placing the blue crystal on its pedestal!
5. The Light Jedi are trying to bring the Scepter of Ragnos to the altar. Defend the Scepter and the altar!
6. Defend the coffin so Ragnos will not be destroyed!

HOTH ASSAULT



IMPERIALS

1. An attacking AT-AT has taken out the blast door on the wall. Move the AT-ST through to advance.
2. The AT-ST cannot cross the crevice until the bridge is extended. Make your way to the ground bunker below the command center to extend it.
3. The door that leads to the data room is protected by an energy shield. Once it is disabled the door can be opened.
4. The droid in the data room contains access codes for the main base. Destroy the droid and bring its head to the command post neat the hangar!
5. Breach the infirmary to push the enemy back!
6. Destroy the command center to win the battle!

REBELS

1. An Imperial AT-AT has taken out the outer blast door. Defend it against the AT-ST!
2. The bridge is controlled in a bunker under the command center. Stop the Imperials from accessing it!
3. The shield generator protects the entry to the data room. Stop the Imperials from destroying the generator!
4. The droid in the data room contains access codes to the main base. Stop the Imperials from getting the droid's head!
5. The only route to the command center is through the infirmary. Prevent the Imperials from advancing by defending it!
6. Keep the Imperials from destroying the command center!

ASSASSIN Ddroid

Health: 150
Weapon: Blaster Pistol
Movement: Slow
Difficulty: Strong

Comments

Armed with a blaster pistol, these droids are completely invulnerable to attacks when their personal shields are activated. If you get too close to them while it's active, the shield itself will actually inflict damage. The only way to take them out is to wait until their shields go down before you attack.

AT-ST

Health: 200
Weapon: AT-ST Cannon
Movement: Slow
Difficulty: Very Tough

Comments

If you want any chance at taking out an AT-ST, use shelter and only expose yourself to make short burst attacks against it. If the location permits, look around for a mounted cannon. These should be able to punch through its armor quickly. Remember to always aim at the control pod (top portion) of the AT-ST to inflict damage.

CULT DUELIST & ADVANCED DUELIST

Health: 100 / 150
Weapon: Lightsaber
Movement: Fast / Fast
Difficulty: Average / Strong

Comments

Cult Duelist: Duelists use a single lightsaber and a small assortment of acrobatics for evasion. They have no appreciable Force powers, and can be killed with most projectile weapons.

Cult Advanced Duelist: Like the standard duelists, except they use basic defensive Force Powers.

CULTIST GUN USER & CULTIST COMMANDO

Health: 50 / 250
Weapon: Rifle / Pistols
Movement: Fast / Very Fast
Difficulty: Weak / Tough

Comments

Cultist Gun-User: Packing a basic Blaster Rifle, they use very few Force powers.

Cultist Commando: These guys pack dual Blaster Pistols and fire at extremely high rates. They have extremely high agility ratings, so use Force Speed if neccessary.

GRIP, DRAIN & LIGHTNING CULTISTS

Health: 100 / 100 / 100
Weapon: N/A
Movement: Fast
Difficulty: Tough

Comments

Grip Cultist: Has trained exclusively in the Dark Side of the Force, mastering Force Grip.

Drain Cultist: Just like the above, but they use Force Drain instead of Grip.

Lightning Cultist: Just like the above, but uses Force Lightning.

CULTIST DESTROYER

Health: 250
Weapon: N/A
Movement: Fast
Difficulty: Tough

Comments

Cultist Destroyer: Only rumored to exist, these cultists supposedly channel the Dark Side of the Force to charge themselves up with a blast of Force Destruction, then run at their enemies and destroy everything within range.

GRAN

Health: 50-65
Weapon: Thermal Det.
Movement: Slow
Difficulty: Wimpy

Comments

Gran are some of the trickiest of the gangster-type enemies in the game, relying on persistent use of Thermal Detonators to keep you moving. They're best taken out from a distance with ranged weapons, so you can stay clear of any splash damage caused by the detonators' explosions.

HAZARD TROOPER

Health: 150
Weapon: Heavy Weapons
Movement: Slow
Difficulty: Very Tough

Comments

Your best bet against these walking tanks is to use Force Speed to close the distance, then hack away with a well-timed kata before they can get a shot off. They're immune to all acid rain, lava and other environmental hazards. Because they're so heavy, you cannot Force Grip them.

HOWLER

Health: 60
Weapon: N/A
Movement: Average
Difficulty: Wimpy

Comments

Howlers are only found in the very beginning of the game, and use their piercing scream to stun, incapacitate and even kill players. Every once in a while they'll use a jumping slice attack to rip away health. Use any type of blaster to take these reptilians out.

IMPERIAL

Health: 20
Weapon: Blaster Pistol
Movement: Slow
Difficulty: Very Weak

Comments

Imperials usually control a small group of Stormtroopers, and they usually shoot very little. Often, you'll see them take a few shots and then run to alert more guards (or so it seems). Always make sure to search near their bodes after you kill them—you never know when you might find that Security Key lying around.

IMPERIAL OFFICER

Health: 40
Weapon: Blaster Rifle
Movement: Slow
Difficulty: Weak

Comments

These are the brown versions of the standard Imperials, and have a bit more health and fight with a little more veracity. Imperial Officers are almost always teamed up with at least one Imperial and a handful of Stormtroopers, so you'll need to use group tactics to take them all out.

IMPERIAL COMMANDER

Health: 80
Weapon: Blaster Rifle
Movement: Slow
Difficulty: Average

Comments

These are the highest-ranking Imperials you'll see in Jedi Academy, and they usually fire full-auto bursts with their E11's. One thing important about Imperial Commanders is that they almost always seem to carry keys to nearby locked Security Doors. Make sure to check near their corpses before leaving the area.

IMPERIAL WORKER

Health: 30
Weapon: Blaster Pistol
Movement: Average
Difficulty: Wimpy

Comments

If there were an equivalent of a standard working-class Imperial grunt, these guys would be it. You'll find them very, very easy to take out with your lightsaber, even when mixed in well-equipped squads of Stormtroopers and Imperials.

IMPERIAL PROBE DROID (PROBOT)

Health: 100
Weapon: Energy Bolts
Movement: Very Fast
Difficulty: Average

Comments

You'll usually find Probots guarding important entryways or patrolling an outpost. Your best tactic against them is to circle strafe with any sort of ranged weapon. You can attack with a lightsaber as well, but getting close to them without taking damage isn't as easy as taking them out from afar.

INTERROGATOR DROID

Health: 100
Weapon: Chem. Injection
Movement: Very Slow
Difficulty: Weak

Comments

These compact spherical droids are equipped with chemical-injecting needles that will blur your character's vision. Whatever you do, keep your distance from these and attack with ranged weapons. Their only attack is from close range, so if you can stay away, you reduce their threat level to zero.

MERCENARY

Health: 100
Weapon: Various Rifles
Movement: Average
Difficulty: Average

Comments

Mercenaries pop up in various flavors, using a variety of rifles. Swift lightsaber attacks combined with Force Speed or Force Protection make short work of these troops, for the most part. Make sure to visually inspect their corpses for Security Keys, if you kill one in an important area.

NOGHRI

Health: 100
Weapon: Poison Rifle
Movement: Average
Difficulty: Strong

Comments

Noghri are fairly easy to eliminate, but we gave them a rating of "strong" because of their interesting and effective Poison Rifles. If you attack them in groups, the lingering poison clouds from their weapons will most definitely hit you at least once or twice.

REBORN ADEPT

Health: 125
Weapon: Lightsaber(s)
Movement: Fast
Difficulty: Tough

Comments

Reborn Adept use either a single lightsaber (with all three combat styles active), a dual-bladed saber staff or dual lightsabers. They usually flip around a lot, and use basic defensive and offensive Force powers mixed in with their attacks. Keep both Force Absorb and Force Protect on hotkeys, and be ready to switch.

REBORN WARRIOR

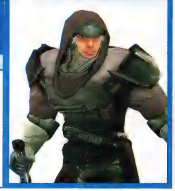
Health: 100
Weapon: Lightsaber(s)
Movement: Fast
Difficulty: Very Tough

Comments

Warriors are basically jacked-up versions of the basic Reborn Adept, and use more Force powers than their less-experienced brothers. All ranged weapons are pretty much useless, so your best bet is to try and corner them with fast and furious lightsaber combos. Above all, don't be afraid to let loose with your special katas!

REBORN MASTER

Health: 200
Weapon: Lightsaber(s)
Movement: Fast
Difficulty: Very Tough

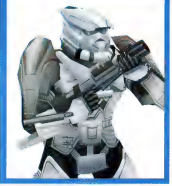


Comments

Masters are the most advanced of all Reborn, and use all varieties of lightsabers with all available styles. They have ALL available Force Powers, so be ready for a really good challenge when you see one (which is rare). Well-timed blows and solid defensive abilities are key in winning these battles.

ROCKET TROOPER

Health: 100
Weapon: Merr-Sonn MS
Movement: Average
Difficulty: Tough



Comments

Rocket Troopers, as their name implies, use the Merr-Sonn Missile System to lob rockets your direction. They're primarily ground-based, but occasionally use their jet-packs to jump up to more advantageous positions. If you can get in to medium range, rely on your Saber Throw to whittle them down.

ROCKET TROOPER OFFICER

Health: 100
Weapon: Heavy Repeater
Movement: Fast
Difficulty: Very Tough

Comments

Unlike the normal Rocket Trooper, Officers generally stay airborne and use a Repeater to strafe and bombard you into submission. They are relentless, and will follow you almost anywhere once you engage them. Again, use your saber throw to slowly rip away at their health while you circle strafe them.

RODIAN

Health: 25-75
Weapon: Tenloss Fx-1
Movement: Average
Difficulty: Average

Comments

These creepy underworld thugs are trained in the ways of dirty tactics, and like to use duck-and-cover techniques while engaged. About half of them will use the Tenloss Disruptor Rifle, which as you know is the powerful sniper weapon. They move about quite a bit, so be ready for surprise attacks.

SAND WORM

Health: 150
Weapon: N/A
Movement: Slow
Difficulty: Invincible

Comments

These disgusting beasts are extremely sensitive to vibrations above ground, and they will immediately attack if they feel something. If you happen to get picked up by one, you have no hope of survival—it's an instant death. Your best bet is to use Force Speed to run across the sand from safe ground to safe ground.

SABOTEUR (LIGHT)

Health: 100
Weapon: Blaster Pistol
Movement: Average
Difficulty: Average

Comments

Saboteurs are interesting enemies with a cloaking device that makes them extremely difficult to see in low-light conditions. If you have Force Sense handy, use it to better illuminate their positions before setting up an attack with your lightsaber.

SABOTEUR

Health: 200
Weapon: Blaster Rifle
Movement: Average
Difficulty: Strong

Comments

Exactly like the Light Saboteurs, but with twice the health and a faster more powerful weapon. They'll use the cloaking device any chance they get, so make sure to keep Force Sense handy if you're fighting them in groups.

SABOTEUR (SNIPER)

Health: 100
Weapon: Tenloss Rifle
Movement: Average
Difficulty: Average

Comments

The Saboteur Snipers are virtually identical to their standard counterparts, except they use Tenloss Disruptor Rifles to snipe at you from long range. You can either snipe back at them with your own Tenloss, or close the distance and whack them around with your lightsaber.

SENTRY DROID

Health: 150
Weapon: Energy Bolts
Movement: Average
Difficulty: Too Easy

Comments

These effective little droids can only be damaged when they extend their flaps. You'll know when they are extended because that's the only time the droids will shoot. Your best bet is to attack them from medium range with an accurate weapon like the Tenloss or DEMP 2.

STORMTROOPER

Health: 75
Weapon: E11 Rifle
Movement: Average
Difficulty: Weak

Comments

These basic Imperial troops are almost always in squads of three or more, so be prepared to use group tactics against them. Make sure you have your lightsaber set to the fast style (if available), when fighting larger groups, enabling you to get off more swings in a shorter amount of time.

STORMTROOPER (ROCKET)

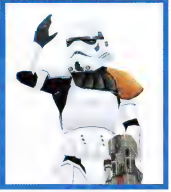
Health: 60
Weapon: Merr-Sonn MS
Movement: Average
Difficulty: Average

Comments

Rocket Stormtroopers are just like regular Stormtroopers, except they turtle in the background and use a Merr-Sonn Missile System. Again, your lightsaber works well in taking out groups of these warriors. *(Note: Remember that even basic Force Push can redirect missiles back at the sender.)*

STORMTROOPER OFFICER

Health: 60
Weapon: Golan Arms
Movement: Average
Difficulty: Average



Comments

Like standard Stormtroopers, except Officers are equipped with the extremely dangerous and fast firing Golan Arms Flechette Rifles. Because of the extreme short-range spread of damage on the Golan, it's best to try and take these troops out from a distance.

STORMTROOPER COMMANDER

Health: 60
Weapon: Heavy Repeater
Movement: Average
Difficulty: Strong

Comments

The most troublesome of all Stormtroopers, Commanders use Heavy Repeaters to overwhelm you with an incoming barrage of projectiles. When mixed in groups with other types of Stormtroopers—as they always are—it's best to try and focus your attacks on Commanders first.

SNOWTROOPER

Health: 30
Weapon: Blaster Rifle
Movement: Average
Difficulty: Average

Comments

Snowtroopers are exactly like Stormtroopers, but are customized with special armor and equipment for low-temperature environments. The one thing to watch out for with Snowtroopers is that they tend to blend in with the snowy background. As such, Force Sense makes them easier to spot.

TIE FIGHTER PILOT

Health: 30
Weapon: Blaster Pistol
Movement: Slow
Difficulty: Weak

Comments

Fortunately for you, Tie Fighter Pilots are trained to do their bidding in a spaceship, not on the ground. They're horrible shots with their pistols, and have only a small amount of health. Use basic-ranged weapons to take them out quickly.

TRANDOSHAN

Health: 45
Weapon: Heavy Repeater
Movement: Average
Difficulty: Average

Comments

Trandoshan are well-disciplined hunters with super sensitive eyesight that extends into the infrared range. Because they're usually armed with Heavy Repeaters, it's best to take them out from a distance where they have no accuracy. A few quick shots with the Tenloss make quick work of most Trandoshan.

TUSKEN RAIDERS & TUSKEN SNIPERS

Health: 50 / 50
Weapon: G. Stick / Tusken Rifle
Movement: Average
Difficulty: Average

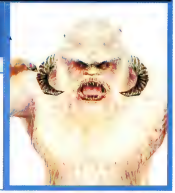
Comments

Raiders: If you get hit by their close-range knockdown attacks, their comrades will quickly attempt to finish you off. Your best bet is to stay swinging with your lightsaber.

Snipers: These like to stay back and use their sniper rifles to take cheap shots. Luckily their aim is crappy.

WAMPA

Health: 800
Weapon: N/A
Movement: Average
Difficulty: Tough



Comments

These are the extremely dangerous snow-creatures of Hoth. Known to dismember and feed upon their prey—your best bet is to try and get past them without actually engaging in battle. *(Note: If you're picked up by a Wampa, execute the stab attack with your lightsaber for an instant kill move!)*

WEEQUAY

Health: 30
Weapon: W. Bowcaster
Movement: Average
Difficulty: Weak

Comments

Weequay usually attack in small groups of two or three (or are mixed in with other thug type enemies), and use the Wookiee Bowcaster as their weapon of choice. A few good shots with any accurate ranged weapon should take them out quickly.

ALORA (HOTH)

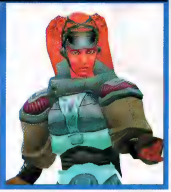
Health: 500
Weapon: One Lightsaber
Movement: Very Fast
Difficulty: Tough

Comments

When you first meet Alora, she's Tavion's most prized apprentice, though still rather inexperienced. She uses a single lightsaber and has basic acrobatic abilities and medium-level Force powers. Use Force Protect to help shield against her lightsaber attacks, and don't be afraid to corner her with lightsaber katas.

ALORA (TASPIR)

Health: 500
Weapon: Two Lightsabers
Movement: Very Fast
Difficulty: Very Tough

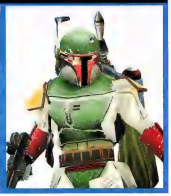


Comments

When you again cross paths with Alora, she's trained furiously to avenge her earlier defeat. She now uses two single lightsabers and is extremely deadly with them, having developed some unique combat moves that are exclusive to her. She also uses a few new Force powers as well.

BOBA FETT

Health: N/A
Weapon: Heavy Repeater
Movement: Very Fast
Difficulty: Tough



Comments

By the time you meet Boba Fett in Jedi Academy, your lightsaber defense is of such a level that almost all of his shots can be deflected right back at him. *(Note: Using Force Sense combined with the E11 Rifle in secondary mode makes short work of him as well.)*

RANCOR

Health: N/A
Weapon: N/A
Movement: Average
Difficulty: Godlike

Comments

When you face Rancor in Jedi Academy, luckily, you do not have to fight them. Use weapons to draw the Rancor away from the prisoners, giving them just enough time to get to safety as you run around with the Rancor following you. The only safe place to hide is inside a solid hallway that the Rancor cannot fit into.

RANCOR MUTANT

Health: N/A
Weapon: N/A
Movement: Fast
Difficulty: Invincible

Comments

You have no weapons that can affect the Mutant Rancor, so save your ammo. Because you can't hide from the splash damage of its acidic gas attack, keep running through the level, passing in and out of the various subsections. When you approach the last area, trap it and flip the switch to kill it.

RAX JORIS

Health: 300
Weapon: Concussion R
Movement: Average
Difficulty: Tough

Comments

Using the deadly Stouker Concussion Rifle, Rax Joris is a well armed individual. Your goal is to slowly work your way up the various walkways and scaffolds, until you eventually have access to the top floor where he's running around with his rifle. Use boxes to cover your presence, then rush him with a flurry of attacks.

ROSH PENIN

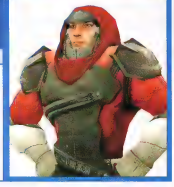
Health: 500
Weapon: Lightsaber
Movement: Fast
Difficulty: Very Tough

Comments

When you fight Rosh, he is being controlled by Vil and Dasariah Kothos. As such, his Force powers are unnaturally enhanced by the Dark Side. Vil and Dasariah Kothos will use a special Dark Side Force power to rejuvenate him whenever he is injured, so your only chance of defeating him is to take them out first!

VIL & DASARIAH KOTHOS (THE TWINS)

Health: 500
Weapon: N/A
Movement: Very Fast
Difficulty: Very Tough



Comments

These evil minions of Ragnos are absolute masters of evasion, and can avoid your lightsaber attacks better than most any other enemy in the game. Their very presence is what's keeping Rosh alive, so killing these two brothers is the only way to defeat Rosh.

TAVION

Health: 600
Weapon: Ragnos Staff
Movement: Very Fast
Difficulty: Very Tough

Comments

Tavion wields both a single lightsaber and the Staff of Ragnos, making her a lethal threat. With the staff, she can either release a brief energy blast, or fire a devastating beam of pure Dark Force power. Your best offense is to get in, execute a kata or short attack sequence, then get away.

POSSESSED TAVION

Health: 850
Weapon: Sith Sword
Movement: Very Fast
Difficulty: Very Tough

Comments

Bolstered by the legendary Dark Side power of the Sith Sword, she will actually replenish her health and become invincible for short periods of time. Luckily, her health value is about half that of her first form, so one or two well-placed strong style saber attacks should bring her down fairly quickly.

FORCE POWERS

LIGHTSABER ATTACK

Passive Jedi Force Power

• ***Force Power Overview***

Lightsaber attack changes the passive percentages of your lightsaber offense. Basically, the higher your level in Lightsaber Attack, the better your chances for breaking lightsaber locks and being able to break through your opponents' lightsaber defenses. *(Note: In multiplayer, your Lightsaber Attack level determines what style(s) you can use with a single lightsaber.)*

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: N/A
DURATION: ON

At level one, you'll have a decent chance of breaking saberlocks and also at breaking through lightsaber defenses.

MULTIPLAYER MODE

FORCE POWER COST: N/A
DURATION: ALWAYS ON
ENABLE: FAST STYLE

At level one, you'll have a decent chance of breaking saberlocks and also at breaking through lightsaber defenses. *(Note: You need at least this level to be able to wield a lightsaber in multiplayer)*

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: N/A
DURATION: ON

At level two, you'll have a good chance of breaking saberlocks and also at breaking through lightsaber defenses.

MULTIPLAYER MODE

FORCE POWER COST: N/A
DURATION: ALWAYS ON
ENABLE: MEDIUM STYLE

At level two, you'll have a good chance of breaking saberlocks and also at breaking through lightsaber defenses. By enabling a new lightsaber style, you can now toggle between the Fast and Medium styles.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: N/A
DURATION: ON

At level three, you'll have an excellent chance of breaking saberlocks and also at breaking through lightsaber defenses.

MULTIPLAYER MODE

FORCE POWER COST: N/A
DURATION: ALWAYS ON
ENABLE: STRONG STYLE

At level three, you'll have an excellent chance of breaking saberlocks and also lightsaber defenses. By enabling the final lightsaber style, you can now toggle between all three lightsaber styles: Fast, Medium and Strong.

LIGHTSABER DEFEND

Passive Jedi Force Power

• ***Force Power Overview***

Lightsaber Defend controls your ability to block both lightsaber attacks and incoming enemy projectiles. As you increase the skill level, you increase the overall passive effectiveness of the skill. In multiplayer, it's crucial to have one point on this so you can at least block basic attacks. *(Note: Some special projectiles, like those with splash damage, cannot be blocked or deflected.)*

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: N/A
DURATION: ON

At level one, you'll have a decent chance at blocking projectile shots and enemy lightsaber strikes. All deflected projectiles go off in random directions.

MULTIPLAYER MODE

FORCE POWER COST: N/A
DURATION: ALWAYS ON

At level one, you'll have a decent chance at blocking projectile shots and enemy lightsaber strikes. All deflected projectiles go off in random directions. *(Note: You need at least this level to be able to deflect.)*

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: N/A
DURATION: ON

At level two, you'll have a good chance at blocking projectile shots and enemy lightsaber strikes. All deflected projectiles go back in the general direction of the attacker.

MULTIPLAYER MODE

FORCE POWER COST: N/A
DURATION: ALWAYS ON

At level two, you'll have a good chance at blocking projectile shots and enemy lightsaber strikes. All deflected projectiles go back in the general direction of the attacker.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: N/A
DURATION: ON

At level three, you'll have an excellent chance at blocking projectile shots and enemy lightsaber strikes. All deflected projectiles are reflected directly back at current enemy.

MULTIPLAYER MODE

FORCE POWER COST: N/A
DURATION: ALWAYS ON

At level three, you'll have an excellent chance at blocking projectile shots and enemy lightsaber strikes. All deflected projectiles are reflected directly back at current enemy.

FORCE JUMP

Neutral Jedi Force Power

• *Force Power Overview*

Using this power allows your player to make a tremendous vertical leap. Tap the Jump key to do a normal jump. Hold down the Jump key, and your player will use the Force to soar to new heights. Each level increases the height to which your character can freely jump. This is one of the best overall skills in multiplayer, for sure.

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 10
DURATION: ON

Your character can jump up to 96-128 units vertically. This is about twice as high as a non-powered Force Jump.

MULTIPLAYER MODE

FORCE POWER COST: 10
DURATION: ON

Your character can jump up to 96-128 units vertically. This is about twice as high as a non-powered Force Jump.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 10
DURATION: ON

Your character can jump up to 192-256 units vertically. This is about four times as high as a non-powered Force Jump.

MULTIPLAYER MODE

FORCE POWER COST: 10
DURATION: ON

Your character can jump up to 192-256 units vertically. This is about four times as high as a non-powered Force Jump.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 10
DURATION: ON

Your character can jump up to 384-512 units vertically. This is about eight times as high as a non-powered Force Jump.

MULTIPLAYER MODE

FORCE POWER COST: 10
DURATION: ON

Your character can jump up to 384-512 units vertically. This is about eight times as high as a non-powered Force Jump.

LIGHTSABER THROW

Neutral Jedi Force Power

• *Force Power Overview*

This is the secondary attack for your lightsaber. When activated, it lets your player throw the lightsaber toward enemies. It will automatically return. *(Note: It's possible to lose your saber while it's in flight. If this happens, maneuver until you can see it directly, and hit your Attack button to bring it back. If you do not find your saber after 25-30 seconds, it will automatically return to you.)*

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 20
DURATION: 3 SECONDS

Throw your saber straight out for a short period. It spins slowly.

MULTIPLAYER MODE

FORCE POWER COST: 20
DURATION: 3 SECONDS

Throw your saber straight out for a short period, spinning it slowly.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 20
DURATION: 5 SECONDS

Throw your saber out for a longer period. It spins faster, and you can control the direction of the saber by looking around.

MULTIPLAYER MODE

FORCE POWER COST: 20
DURATION: 5 SECONDS

Throw your saber out for a longer period. It spins faster, and you can control the direction of the saber by looking around.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 20
DURATION: 7 SECONDS

Throw your saber out for the longest possible time period, and it spins very quickly. It will now auto-aim against any available enemies.

MULTIPLAYER MODE

FORCE POWER COST: 20
DURATION: 7 SECONDS

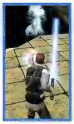
Throw your saber out for the longest possible time period. It spins very quickly. The lightsaber will react quickly to your moves and stay over the crosshair.

FORCE PUSH

Neutral Jedi Force Power

• *Force Power Overview*

In Single Player mode, this power lets your player shove non-player characters (NPCs) and world objects. If NPCs are pushed into solid surfaces or off ledges, they take damage. Force Push can also be used to operate buttons, levers and sliders that might be out of the player's reach. Force Push is an all-around very useful Force power.



LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 15 FP
DURATION: INSTANT

You can push levers and objects, as well as knock down a single enemy. You can also use Force Push to get out of Force Grip or Force Drain.

MULTIPLAYER MODE

FORCE POWER COST: 15 FP
DURATION: INSTANT

Use it to push another player off a ledge, or perhaps to get out of Force Grip or Force Drain.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 10 FP PER ENTITY
DURATION: INSTANT

All the powers of level one, but with a wider arc, and you can now knock down multiple enemies. Please note that it uses 10 FP per enemy pushed.

MULTIPLAYER MODE

FORCE POWER COST: 10 FP PER ENTITY
DURATION: INSTANT

All the power of level one, but with a wider arc, and you can now knock down multiple players. Please note that it uses 10 FP per enemy pushed.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 10 FP PER ENTITY
DURATION: INSTANT

All the powers of level two, but with an even wider arc and longer range. Use it to get out of lightsaber locks, although success is not guaranteed.

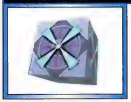
MULTIPLAYER MODE

FORCE POWER COST: 10 FP PER ENTITY
DURATION: INSTANT

All the powers of level two, but with an even wider arc and longer range. Use it to get out of lightsaber locks, although success is not guaranteed.

FORCE PULL

Neutral Jedi Force Power



• *Force Power Overview*

This power lets your player pull weapons and specific world objects toward him. In single player, it's useful for flipping switches and also for disarming certain enemies. Every once in a while you'll find the perfect opportunity to use Force Pull in multi-player. If you have the Fast Style single lightsaber equipped, you can execute a Force Pull/Stab combo that does massive damage.

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 15
DURATION: INSTANT

You can pull item pickups, and also pull weapons from enemies' hands. You must have your crosshair on target.

MULTIPLAYER MODE

FORCE POWER COST: 15
DURATION: INSTANT

You can pull item pickups, and also pull weapons from enemies' hands. You must have your crosshair on target.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 15 FP PER ENTITY
DURATION: INSTANT

All the powers of level one, but with a wider arc, and you can now knock down multiple enemies. Note that it uses 15 FP per enemy pulled.

MULTIPLAYER MODE

FORCE POWER COST: 15 FP PER ENTITY
DURATION: INSTANT

All the powers of level one, but with a wider arc, and you can now knock down multiple enemies. Note that it uses 15 FP per enemy pulled.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 15 FP PER ENTITY
DURATION: INSTANT

All the powers of level two, but with an even wider arc and longer range. At this level, the pull is much more pronounced and enemies will actually fly to your character.

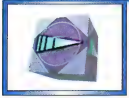
MULTIPLAYER MODE

FORCE POWER COST: 15 FP PER ENTITY
DURATION: INSTANT

All the powers of level two, but with an even wider arc and longer range. At this level, the pull is much more pronounced and enemies will actually fly to your character.

FORCE SPEED

Neutral Jedi Force Power



• Force Power Overview

In Single Player mode, this power lets your player shove non-player characters (NPCs) and world objects. If NPCs are pushed into solid surfaces or off ledges, they take damage. Force Push can also be used to operate buttons, levers and sliders that might be out of the player's reach. Force Push is an all-around very useful Force power.

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 50
DURATION: 10 SECONDS

The world is slowed down to 75 percent normal speed.

MULTIPLAYER MODE

FORCE POWER COST: 50
DURATION: 10 SECONDS

Your character runs 25 percent faster.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 50
DURATION: 10 SECONDS

The world is slowed down to 50 percent normal speed.

MULTIPLAYER MODE

FORCE POWER COST: 50
DURATION: 15 SECONDS

Your character runs 50 percent faster

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 50
DURATION: 10 SECONDS

The world is slowed down to 25 percent normal speed.

MULTIPLAYER MODE

FORCE POWER COST: 50
DURATION: 30 SECONDS

Your character runs 100 percent faster. This is a crucial skill for CTF.

FORCE SENSE

Neutral Jedi Force Power

• Force Power Overview

Force Sense is a great skill when trying to scout ahead. It enables you to see through walls and also look for hidden switches or symbols. You can turn it on and off by executing the command at will. *(Note: Try using Force Sense when you're firing an inaccurate weapon, like the secondary mode on the E11. You'll notice a tremendous increase in accuracy!)*

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 20
DURATION: UP TO 5 SEC.

Can locate hidden switches, and also see enemies through walls. You'll find this useful if you're stuck in a room.

MULTIPLAYER MODE

FORCE POWER COST: 20
DURATION: 10 SECONDS

Makes all enemies glow for easy recognition.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 20
DURATION: UP TO 10 SEC.

All the powers of level one, plus you can see items through walls. Your useful range is extended.

MULTIPLAYER MODE

FORCE POWER COST: 20
DURATION: 15 SECONDS

Makes all enemies glow for easy recognition, plus you can see through walls.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 20
DURATION: UP TO 20 SEC.

All the powers of level two, plus you can see enemy health. Your useful range is extended even further.

MULTIPLAYER MODE

FORCE POWER COST: 20
DURATION: 30 SECONDS

Makes all enemies glow for easy recognition, plus you can see through walls. This one lasts a full 30 seconds.

FORCE ABSORB

light Jedi Force Power

• Force Power Overview

Force Absorb allows your player to "soak up" damage from Dark Side powers, thereby converting that dark energy into force power. It works much like Force Protect, except it's exclusively against Dark Force powers instead of all melee damage. In multiplayer, this is a Light Jedi's only defense against frustrating skills, like Force Drain and Force Lightning.

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 30
DURATION: 20 SECONDS

Level one absorbs Force Lightning, Force Drain, Force Grip, Force Push and Force Pull. It converts 33 percent of the force power used by the attacker, diverting its effectiveness into force power for you.

MULTIPLAYER MODE

FORCE POWER COST: 30
DURATION: 20 SECONDS

Level one absorbs Force Lightning, Force Drain, Force Grip, Force Push and Force Pull. It converts 33 percent of the force power used by the attacker, diverting its effectiveness into force power for you.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 30
DURATION: 20 SECONDS

All the powers of level one, but it converts 66 percent of the force power used by the attacker, diverting its effectiveness into force power for you.

MULTIPLAYER MODE

FORCE POWER COST: 30
DURATION: 20 SECONDS

All the powers of level one, but it converts 66 percent of the force power used by the attacker, diverting its effectiveness into force power for you.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 30
DURATION: 20 SECONDS

All the powers of level one, but it converts 100 percent of the force power used by the attacker, diverting its effectiveness into force power for you.

MULTIPLAYER MODE

FORCE POWER COST: 30
DURATION: 20 SECONDS

All the powers of level one, but it converts 100 percent of the force power used by the attacker, diverting its effectiveness into force power for you.

FORCE HEAL

light Jedi Force Power

• Force Power Overview

This Force power is a Light Jedi's bread and butter. It heals your player's health by converting the essence of the Force into a maximum of 60 health points per use. In single player, the power will continue to work until either your character is fully healed or your Force Power pool is completely drained. *(Note: In multiplayer, the healing costs are fixed and so are the replenish rates.)*

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 4 PTS PER HEALTH
EASY: 15 MEDIUM: 20 HARD: 5
DURATION: INSTANT

Heals five points a second on hard, 10 points a second on medium 15 points a second on easy.

MULTIPLAYER MODE

FORCE POWER COST: 65
DURATION: INSTANT

Heals 5 points of health per use.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 4 PTS PER HEALTH
EASY: 30 MEDIUM: 20 HARD: 10
DURATION: INSTANT

Heals 10 points a second on hard, 20 points a second on medium 30 points a second on easy.

MULTIPLAYER MODE

FORCE POWER COST: 60
DURATION: INSTANT

Heals 10 points of health per use.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 4 PTS PER HEALTH
EASY: 60 MEDIUM: 40 HARD: 20
DURATION: INSTANT

Heals 20 points a second on hard, 40 points a second on medium 60 points a second on easy.

MULTIPLAYER MODE

FORCE POWER COST: 50
DURATION: INSTANT

Heals 25 points of health per use.

FORCE MIND TRICK

Light Jedi Force Power

• Force Power Overview

Once you've affected an enemy with Mind Trick, he'll be confused and ignore the player if he walks past. At level three, you can convert enemies to allies, having them fight at your side for a full 30 seconds. Remember that Mind Trick won't work on all enemies. *(Note: In multi-player, Mind Trick makes your character invisible to others. The amount of time you're invisible goes up with each power level.)*

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 20
DURATION: 5 SECONDS

At level one, you can confuse one enemy for five seconds.

MULTIPLAYER MODE

FORCE POWER COST: 20
DURATION: 10 SECONDS

In multiplayer, you cannot confuse other players or make them turn to your side. Instead, using Mind Trick makes your character invisible to others players for 10 seconds or until you attack.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 20
DURATION: 15 SECONDS

All the powers of level one, plus the ability to distract multiple enemies by mind tricking a surface. You also get a longer duration.

MULTIPLAYER MODE

FORCE POWER COST: 20
DURATION: 15 SECONDS

All the powers of level one, but you can now remain invisible to all enemies in a large arc for 15 seconds or until you attack.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 20
50 PER ALLY MADE
DURATION: 5 SECONDS

All the powers of level two, plus you can make enemies become your allies and fight at your side.

MULTIPLAYER MODE

FORCE POWER COST: 20
DURATION: 30 SECONDS

All the powers of level two, but you can now remain invisible to all enemies in the immediate area for 30 seconds or until you attack. At this level, you can do some serious scouting in team-based games, like CTF.

FORCE PROTECT

Light Jedi Force Power

• Force Power Overview

Force Protect puts up a shield around the player and reduces physical attack damage. Any damage that gets through is taken from the Force pool instead of the health pool. As a Light Jedi, this should be one of your very first choices in single player, and one of your key choices for multiplayer. There are few Force powers in the game that are better all-around.

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 30
DURATION: 10 SECONDS.

Can locate hidden switches, and also see enemies through walls. You'll find this useful if you're stuck in a room.

MULTIPLAYER MODE

FORCE POWER COST: 50
DURATION: 10 SECONDS

Makes all enemies glow for easy recognition.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 30
DURATION: 15 SECONDS

All the powers of level one, plus you can see items through walls. Your useful range is extended.

MULTIPLAYER MODE

FORCE POWER COST: 25
DURATION: 15 SECONDS

Makes all enemies glow for easy recognition, plus you can see through walls.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 30
DURATION: 20 SECONDS

All the powers of level two, plus you can see enemy health. Your useful range is extended even further.

MULTIPLAYER MODE

FORCE POWER COST: 10
DURATION: 20 SECONDS

Makes all enemies glow for easy recognition, plus you can see through walls. This one lasts a full 30 seconds.

FORCE DRAIN

Dark Jedi Force Power

• Force Power Overview

Force Drain draws enemy health and Force power from targeted enemies. Whatever energy is drawn is immediately put into your pools, making Force Drain for Dark Jedi what Force Heal is for Light Jedi. The power and speed at which this power drains is dependent on power level, as shown below.

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 20 PER SECOND
DURATION: VARIABLE

At level one, your character must be at close range before grabbing the enemy to drain Force power and health. If the enemy is weak enough, you can kill him.

MULTIPLAYER MODE

FORCE POWER COST: 20 PER SECOND
DURATION: VARIABLE

In multiplayer, Force Drain is a close-range crosshair trace attack, meaning it will drain whatever you have in your crosshair. You'll only get a minimal amount of Force power and health from other players.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 20 PER SECOND
DURATION: VARIABLE

All the powers of level one, but you can now drain Force power and health from a medium distance. If you're at close range, you'll drain faster.

MULTIPLAYER MODE

FORCE POWER COST: 20 PER SECOND
DURATION: VARIABLE

Just like level one, except now you can drain from a close-range arc attack. The values drained are all increased to a moderate amount.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 20 PER SECOND
DURATION: VARIABLE

All the powers of level two, but you can now drain multiple people from a distance. You can still tap a single enemy up close for massive drains if you wish.

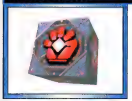
MULTIPLAYER MODE

FORCE POWER COST: 20 PER SECOND
DURATION: VARIABLE

Just like level two, except now you can drain from a medium-range arc attack. The values drained are all increased to a significant amount. Like most multi-player skills, level three is where you'll really notice the benefits.

FORCE GRIP

Dark Jedi Force Power



• Force Power Overview

When used, this Force power allows your player to choke or constrict the organs of a living being. At level three, you can maneuver characters in your grip and drop them off cliffs, or toss them over edges. As the power levels increase, your ability to inflict damage does as well. The amount of time you hold enemies is up to you, as long as you have enough Force power.

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 20
DURATION: VARIABLE

Level one Grip can stop one enemy for several seconds, but it does no damage.

MULTIPLAYER MODE

FORCE POWER COST: 30
DURATION: VARIABLE

Level one Grip can stop one player for several seconds, but it does no damage.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 20 +4-10 PER SEC.
DURATION: VARIABLE

Level two Grip can pick up one enemy, damaging him as long as you keep gripping. If he loses enough health, he dies.

MULTIPLAYER MODE

FORCE POWER COST: 30
DURATION: VARIABLE

Level two Grip can pick up one player, damaging him as long as you keep gripping. If he loses enough health, you can kill him.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 20 +6-16 PER SEC.
DURATION: VARIABLE

Level three Grip can pick up one enemy, damaging him as long as you keep gripping. At this level, you can move him around and position him. If he loses enough health, he dies.

MULTIPLAYER MODE

FORCE POWER COST: 60
DURATION: VARIABLE

Level three Grip can pick up one player, damaging him as long as you keep gripping. *(Note: This is great for team games, where your teammates can slash while you hold players in a death grip.)*

FORCE LIGHTNING

Dark Jedi Force Power

• Force Power Overview

Force Lightning hurls a devastating short-range electrical attack against enemies. Past level one, the electricity will continue to flow as long as you have Force power left in your pool. This is an extremely devastating attack used by Dark Jedi. Take advantage of Light Jedi by switching between Force Lightning and solid lightsaber attacks.

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 20 PER SECOND
DURATION: VARIABLE

Executing the command will shoot one short burst of lightning straight forward. You can do this with a lightsaber equipped.

MULTIPLAYER MODE

FORCE POWER COST: 20 PER SECOND
DURATION: VARIABLE

Executing the command will shoot one short burst of lightning straight forward. You can do this with a lightsaber equipped.

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 20 PER SECOND
DURATION: VARIABLE

Executing the command shoots a longer burst of lightning straight forward as long as you keep holding the button.

MULTIPLAYER MODE

FORCE POWER COST: 20 PER SECOND OR 40 PER SEC. 2-HANDED
DURATION: VARIABLE

Executing the command shoots a longer burst of lightning straight forward as long as you keep pressing the button.

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 20 PER SECOND
DURATION: VARIABLE

Executing the command shoots lightning in a large fan shape as long as you keep holding the button.

MULTIPLAYER MODE

FORCE POWER COST: 20 PER SECOND
DURATION: VARIABLE

Executing the command shoots lightning in a large fan shape as long as you keep holding the button.

FORCE RAGE

Dark Jedi Force Power

• Force Power Overview

Force Rage is a Dark Jedi's greatest power. Invoking it gives the player increased speed, increased saber damage and overall damage reduction. The only drawback to this skill is the steep recovery period after the 10 second duration, where your speed and damage are reduced below normal. *(Note: In single player, the speed of the world is reduced. In multiplayer, your character's speed is increased.)*

LEVEL 1

SINGLE PLAYER MODE

FORCE POWER COST: 50
DURATION: 10 SECONDS

This increases your saber damage while reducing all incoming damage by 50 percent. When active, it drains **20** points of health per second. During the 10 second cooldown, you're weak and very slow. You cannot die while Rage is active!

MULTIPLAYER MODE

FORCE POWER COST: 50
DURATION: 10 SECONDS

Level one Force Rage increases your saber damage while reducing all incoming damage by 50 percent. When active, level one Rage drains **20** points of health per second. During the 10 second cooldown, you're weak. You can't die while Rage is active!

LEVEL 2

SINGLE PLAYER MODE

FORCE POWER COST: 50
DURATION: 10 SECONDS

All the powers of level one, plus the world is slowed to 75 percent, and damage reduction is increased to 75 percent. When active, it drains **eight** points of health per second.

MULTIPLAYER MODE

FORCE POWER COST: 50
DURATION: 10 SECONDS

All the powers of level one, plus increased speed and damage reduction is increased to 75 percent. When active, level two Rage drains **eight** points of health per second. During the 10 second cooldown, you're weak. You can't die while Rage is active!

LEVEL 3

SINGLE PLAYER MODE

FORCE POWER COST: 50
DURATION: 10 SECONDS

All the powers of level two, plus the world is slowed to 50 percent, and damage reduction is increased to 90 percent. When active, level two Rage drains **two** points of health per second.

MULTIPLAYER MODE

FORCE POWER COST: 50
DURATION: 10 SECONDS

All the powers of level one, plus increased speed and damage reduction is increased to 90 percent. When active, level two Rage drains **two** points of health per second. During the 10 second cooldown, you're weak and slow. You can't die while Rage is active!

TEAM HEAL OTHER

MP light Jedi Force Power

• ***Force Power Overview***

Lightsaber Defend controls your ability to block both lightsaber attacks and incoming enemy projectiles. As you increase the skill level, you increase the overall passive effectiveness of the skill. In multiplayer, it's crucial to have one point on this so you can at least block basic attacks. *(Note: Some special projectiles, like those with splash damage, cannot be blocked or deflected.)*

LEVEL 1

MULTIPLAYER MODE

FORCE POWER COST: VARIES
DURATION: INSTANT

Normal range but 50 percent removed from your character's Force meter.

LEVEL 2

MULTIPLAYER MODE

FORCE POWER COST: VARIES
DURATION: INSTANT

One-and-a-half-times normal range and 33 percent removed from your character's Force meter.

LEVEL 3

MULTIPLAYER MODE

FORCE POWER COST: VARIES
DURATION: INSTANT

Two times normal range and 25 percent removed form your character's Force meter.

TEAM ENERGIZE

MP Dark Jedi Force Power

• ***Force Power Overview***

Team Energize allows your player to restore a certain amount of Force Power to his allies within a certain radius of his body. You can restore 50 Force points to one ally, 33 Force points to two allies or 25 Force points to three or more allies. Just like Team Heal Other, this is a multiplayer-only Force power.

LEVEL 1

MULTIPLAYER MODE

FORCE POWER COST: VARIES
DURATION: INSTANT

Normal range but 50 percent removed from your character's Force meter.

LEVEL 2

MULTIPLAYER MODE

FORCE POWER COST: VARIES
DURATION: INSTANT

One-and-a-half-times normal range and 33 percent removed from your character's Force meter.

LEVEL 3

MULTIPLAYER MODE

FORCE POWER COST: VARIES
DURATION: INSTANT

Two times normal range and 25 percent removed form your character's Force meter.

DL-44 BLASTER PISTOL

Overall Rating: ★★

Ammunition Type	Blaster Pack

Single Player Weapon Strategy

• The DL-44 is no slouch in the accuracy or damage departments. Its only real drawback is that the projectile itself is very slow when attacking targets from medium to long range. Combined with the slow rate of fire, the DL-44 becomes difficult to use at those distances.

Multiplayer Weapon Strategy

• The Charge-Up Shot does some incredible damage, if you can connect. Your best bet is to use this at point-blank range.
• We found the DL-44 most useful in multiplayer when trying to hit a "camping" player who tends to stay stationary.

Weapon Stats

Single Player Statistics

	Primary	Secondary
Damage	14	70
Rate of Fire	Slow	Very Slow
Projectile Speed	Average	Average
Accuracy	Excellent	Ecellent
Cells P.Shot/Max	1/300	5/60

Multiplayer Statistics

	Primary	Secondary
Damage	10	50
Rate of Fire	Slow	Very Slow
Projectile Speed	Average	Average
Accuracy	Excellent	Ecellent
Cells P.Shot/Max	1/300	5/60

Primary	Secondary
Single Shot	Charge-Up shot

E11 BLASTER RIFLE

Overall Rating: ★★★★★

Ammunition Type	Blaster Pack

Single Player Weapon Strategy

• Serving as the standard blaster rifle for Imperial forces, the E11 is the most well-rounded weapon in the game. It's got everything you'd want from a weapon: ergonomics, reliability, decent accuracy and even a full-auto mode.

Multiplayer Weapon Strategy

• In multiplayer team games, the secondary mode works wonders as a suppressive fire weapon. Although the Imperial Heavy Repeater surely puts more flak downrange, the E11 has superior accuracy and inflicts more damage per hit.

Weapon Stats

Single Player Statistics

	Primary	Secondary
Damage	20	20
Rate of Fire	Average	Fast
Projectile Speed	Average	Average
Accuracy	Excellent	Poor
Cells P.Shot/Max	1/300	2/150

Multiplayer Statistics

	Primary	Secondary
Damage	20	20
Rate of Fire	Average	Fast
Projectile Speed	Average	Average
Accuracy	Excellent	Poor
Cells P.Shot/Max	1/300	2/150

Primary	Secondary
Single Shot	Full-Auto Burst

TENLOSS DISRUPTOR RIFLE

Overall Rating: ★★★★★

Ammunition Type	Power Cells

Single Player Weapon Strategy

• The Tenloss is a hitscan weapon, meaning it hits the target exactly when you pull the trigger. When used in secondary mode, a single charge-up shot disintegrates its target upon impact. The only drawback to being in secondary mode is that you cannot move.

Multiplayer Weapon Strategy

• In multiplayer, this is the camper's dream come true. If you detect someone racking up kills from a rooftop or other out-of-the-way spots, remember that they absolutely cannot move when in the secondary zoom mode. Use this to your advantage and try to take them out quickly.

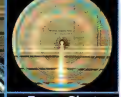
Weapon Stats

Single Player Statistics

	Primary	Secondary
Damage	14	21-147
Rate of Fire	Slow	Very Slow
Projectile Speed	Instant	Instant
Accuracy	Excellent	Excellent
Cells P.Shot/Max	3/100	Varies

Multiplayer Statistics

	Primary	Secondary
Damage	20	Instant Kill
Rate of Fire	Slow	Very Slow
Projectile Speed	Instant	Instant
Accuracy	Excellent	Excellent
Cells P.Shot/Max	3/100	Varies

Primary	Secondary
	
Single Shot	Zoom Shot

WOOKIEE BOWCASTER

OVERALL RATING: ★★

Ammunition Type	Power Cells

SINGLE PLAYER WEAPON STRATEGY

• In primary mode, you can hold down the Attack button to charge-up a multishot attack. When fully charged, it will release five energy bolts in a horizontal spread pattern. This is great for hallways packed with weaker enemies like Stormtroopers.

MULTIPLAYER WEAPON STRATEGY

• In multiplayer, the secondary mode is the only useful thing about this gun. Every once in a while, it's nice to be able to bounce bolts around corners. Overall, we found it best to avoid this weapon unless it's your absolute last resort.

WEAPON STATS

SINGLE PLAYER STATISTICS

	Primary	Secondary
Damage	45	45
Rate of Fire	Very Slow	Average
Projectile Speed	Fast	Fast
Accuracy	Good	Good
Cells P.Shot/Max	Varies	5/60

MULTIPLAYER STATISTICS

	Primary	Secondary
Damage	50	50
Rate of Fire	Very Slow	Average
Projectile Speed	Fast	Fast
Accuracy	Good	Good
Cells P.Shot/Max	Varies	5/60

IMPERIAL HEAVY REPEATER

OVERALL RATING: ★★★★

Ammunition Type	Metallic Bolts

SINGLE PLAYER WEAPON STRATEGY

• The Imperial Heavy Repeater is a deadly weapon that fires a swarm of metallic bolts at an alarming rate of fire. It works wonders as an assault weapon against squads of enemies in the single player mode. If you're playing a level where you need to lay down layers of flak, pick a Repeater.

MULTIPLAYER WEAPON STRATEGY

• The secondary attack—the concussion launcher—works much like a standard grenade launcher, with an arc-shaped trajectory and a relatively short range. What it lacks in range, however, it more than makes up for with power and a solid case of knockback force.

WEAPON STATS

SINGLE PLAYER STATISTICS

	Primary	Secondary
Damage	8	60 (splash)
Rate of Fire	very Fast	Very Slow
Projectile Speed	Slow	Very Slow
Accuracy	Poor	Good
Cells P.Shot/Max	1/400	8/50

MULTIPLAYER STATISTICS

	Primary	Secondary
Damage	8	60 (splash)
Rate of Fire	very Fast	Very Slow
Projectile Speed	Slow	Very Slow
Accuracy	Poor	Good
Cells P.Shot/Max	1/400	8/50

DEMP 2

OVERALL RATING: ★★★★

Ammunition Type	Power Cells

SINGLE PLAYER WEAPON STRATEGY

• This gun fires high-powered EMP bursts that completely knock out electrical systems and droids. It also damages and stuns living creatures, but not quite to the same extent that it works against droids. If you're playing a level with lots of droid-type enemies, make the DEMP 2 one of your pre-level picks.

MULTIPLAYER WEAPON STRATEGY

• In multiplayer, the secondary mode of the DEMP 2 remains an excellent choice for dueling against other humans. The knockback of a fully charged shot can push players up to 15 feet away from the center of the explosion. The splash radius is also fairly large on a fully charged shot.

WEAPON STATS

SINGLE PLAYER STATISTICS

	Primary	Secondary
Damage	15	15-45
Rate of Fire	Average	Very Slow
Projectile Speed	Average	Instant
Accuracy	Excellent	Excellent
Cells P.Shot/Max	8/37	Varies

MULTIPLAYER STATISTICS

	Primary	Secondary
Damage	35s/15h	100s/60h
Rate of Fire	Average	Very Slow
Projectile Speed	Average	Instant
Accuracy	Excellent	Excellent
Cells P.Shot/Max	8/37	Varies

GOLAN ARMS FLECHETTE

Overall Rating: ★★★★

Ammunition Type	Metallic Bolts

SINGLE PLAYER WEAPON STRATEGY

• Performing much like a shotgun, the Golan Arms Flechette has a very random spread pattern to its shots. At close or medium range, the Flechette is absolutely devastating because its "hit zone" covers so much area. Even if your aim is just average, getting clean hits with the Flechette remains easy.

MULTIPLAYER WEAPON STRATEGY

• In secondary mode, the explosive spheres will bounce off walls and possibly come back to hit you. Although the spread damage is only a few feet for each of the two spheres, pounding 10 to 20 of these into a room or hallway tends to make people turn around and go the other way.

WEAPON STATS

SINGLE PLAYER STATISTICS

	Primary	Secondary
Damage	15/ball	20-40/ball
Rate of Fire	Average	Average
Projectile Speed	Fast	Average
Accuracy	Average	Poor
Cells P.Shot/Max	8/50	8/50

MULTIPLAYER STATISTICS

	Primary	Secondary
Damage	10/ball	75/ball
Rate of Fire	Average	Average
Projectile Speed	Fast	Average
Accuracy	Average	Poor
Cells P.Shot/Max	8/50	8/50

STOUKER CONCUSSION RIFLE

Overall Rating: ★★★★

Ammunition Type	Metallic Bolts

SINGLE PLAYER WEAPON STRATEGY

• The Stouker should be saved for situations where extremely heavy armor needs to be defeated. Also, beware of the secondary mode. It has a serious kick that can very well push you off a cliff or ledge, if you're not watching where you shoot from.

MULTIPLAYER WEAPON STRATEGY

• In multiplayer, the primary mode is an absolute devastator. Because the explosion has such a high degree of knockback, and due to the large splash radius of the explosion, it's not a good idea to fire this in close quarters. This gun eats up ammo like crazy though, so be aware.

WEAPON STATS

SINGLE PLAYER STATISTICS

	Primary	Secondary
Damage	150	225
Rate of Fire	Slow	Slow
Projectile Speed	Very Fast	Instant
Accuracy	Excellent	Excellent
Cells P.Shot/Max	40/400	50/400

MULTIPLAYER STATISTICS

	Primary	Secondary
Damage	150	225
Rate of Fire	Slow	Slow
Projectile Speed	Very Fast	Instant
Accuracy	Excellent	Excellent
Cells P.Shot/Max	40/400	50/400

MERR-SONN MISSILE SYSTEM

Overall Rating: ★★★★★

Ammunition Type	Rocket Packs

SINGLE PLAYER WEAPON STRATEGY

• Along with the Tenloss Disruptor, the Merr-Sonn Missile System (MSMS) goes down as one of the most powerful and useful weapons in the game. In secondary mode, hold down the attack button with something locked in your crosshair until the circle turns red, then release.

MULTIPLAYER WEAPON STRATEGY

• In a multiplayer game, this weapon should be one of the most highly sought after items. Camp it, guard it, lay mines by it and basically do anything in your power to keep players away from it. Because of its low max capacity, though, you'll need to search for Rocket Packs fairly often.

WEAPON STATS

SINGLE PLAYER STATISTICS

	Primary	Secondary
Damage	100 (dir.)	100 (dir)
Rate of Fire	Slow	Slow
Projectile Speed	Slow	Very Slow
Accuracy	Excellent	Guided
Cells P.Shot/Max	1/10	1/10

MULTIPLAYER STATISTICS

	Primary	Secondary
Damage	100 (dir.)	100 (dir)
Rate of Fire	Slow	Slow
Projectile Speed	Slow	Very Slow
Accuracy	Excellent	Guided
Cells P.Shot/Max	1/10	1/10

Primary	Secondary
Spread shot	Explosive Ball

Primary	Secondary
Concussion	Rail Blast

Primary	Secondary
Dummy Missile	Guided Missile

THERMAL DETONATOR

OVERALL RATING: ★★★

AMMUNITION TYPE	Thermal Detonators

SINGLE PLAYER WEAPON STRATEGY

• The best of all available explosive devices, these little metallic balls can be detonated with either a timed fuse or on direct impact. The more useful of the two modes is obviously the direct impact, although it's also more dangerous. Keep it far enough away or the splash damage will hurt you.

MULTIPLAYER WEAPON STRATEGY

• The longer you hold down the Attack button, the farther you'll throw the Thermal Detonator. If you just want to roll one by your feet, then give it a quick tap. But if you're looking to toss one over a building, then hold down the button for a good three to five seconds before releasing.

WEAPON STATS

SINGLE PLAYER STATISTICS

	Primary	Secondary
Damage	100	100
Splash Radius	10 ft.	10 ft.
Throwing Range	200 ft.	100 ft.
Max Capacity	10	10

MULTIPLAYER STATISTICS

	Primary	Secondary
Damage	50	50
Splash Radius	10 ft.	10 ft.
Throwing Range	200 ft.	100 ft.
Max Capacity	10	10

TRIP MINE

OVERALL RATING: ★★★

AMMUNITION TYPE	Trip Mine

SINGLE PLAYER WEAPON STRATEGY

• These compact but powerful explosive mines use a finely tuned laser as their tripwire. In single player, however, they're not quite as useful as the Thermal Detonators. Because you can't throw them very far and you can only hold five mines at a time, makes them very limited in use.

MULTIPLAYER WEAPON STRATEGY

• The best placement for Trip Mines is either a confined room or underneath the floor tiles of a split-level structure. The splash radius is only about 10 feet, so try and remember that your intended target needs to be at least that close to the mine itself to take any damage.

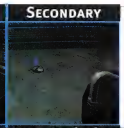
WEAPON STATS

SINGLE PLAYER STATISTICS

	Primary	Secondary
Damage	150	150
Splash Radius	5 ft.	5 ft.
Throwing Range	10 ft.	10 ft.
Max Capacity	5	5

MULTIPLAYER STATISTICS

	Primary	Secondary
Damage	50	50
Splash Radius	5 ft.	5 ft.
Throwing Range	10 ft.	10 ft.
Max Capacity	5	5



DETONATION PACK

OVERALL RATING: ★★

AMMUNITION TYPE	Detonation Packs

SINGLE PLAYER WEAPON STRATEGY

• In primary mode, you can set individual packs as proximity mines which explode automatically when someone passes near them. In secondary mode, you can manually trigger them by activating the trigger. This is only useful against some of the less than intelligent enemies.

MULTIPLAYER WEAPON STRATEGY

• In multiplayer, try placing four or five Detonation Packs in a small room, then hide nearby and wait for an enemy to enter. When you're sure someone is about to go in, activate the secondary mode and detonate the packs simultaneously. The damage is cumulative, so pack in as many as you can.

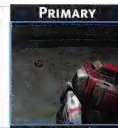
WEAPON STATS

SINGLE PLAYER STATISTICS

	Primary	Secondary
Damage	100	N/A
Splash Radius	5 ft.	N/A
Throwing Range	10 ft.	N/A
Max Capacity	10	N/A

MULTIPLAYER STATISTICS

	Primary	Secondary
Damage	50	N/A
Splash Radius	5 ft.	N/A
Throwing Range	10 ft.	N/A
Max Capacity	10	N/A



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ISBN 0-7615-4477-1

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